

# GAMES

## IDENTIFIED FLYING OBJECTS

Look! Up in the Sky! It's a flotilla of Hollywood spaceships. Can you name the movies that featured them? And can you spot the only computer-generated ship in the group?

Answers, page 64

To find out how other special film effects are created, see page 15.





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That Cigarette Smoking Is Dangerous to Your Health.







PAGE 49



PAGE 20

PAGE 42



PAGE 22



PAGE 18

## FEATURES

- 15 Cinema Miraculous** Special Effects Wizards Make Movie Magic *Don Shay*
- 18 Screen Play** ... And a Quiz to Test Your SPFX Savvy
- 20 Snow Job** A Before-and-After Picture Puzzle, If You Catch Our Drift *Shirley Kaneda*
- 22 Ah, Wilderness!** Mappit Zooms In on Some National Parks *Robert Leighton*
- 42 Beastly Beguilers** Visual Teasers to Bring Out the Animal in You *Mary Louise Pierson*
- 44 The Official GAMES Horoscope** Heaven-Sent Advice for Players *Mary Ellen Slate*
- Find the Fake Ad** Which of the Pitches Is Full of Hitches? *(Answer Drawer, page 63)*

## PENCILWISE

- |                                    |                              |                              |
|------------------------------------|------------------------------|------------------------------|
| <b>25</b> Pathfinder               | <b>30</b> Blockbusters       | <b>36</b> Double-Crostic     |
| <b>26</b> Sleigh Ride: Word Search | <b>31</b> Auto-Suggestion    | <b>37</b> Ornery Crossword   |
| <b>28</b> Dszquphsbnt!             | <b>32</b> Connect-the-Quotes | <b>40</b> Crazy Quilt        |
| <b>29</b> 4 KG Solvers             | <b>35</b> Cryptic Crossword  | ... and other pencil puzzles |

## CONTESTS

- 49 Altered States** How to Win? Draw Your Own Conclusions

## DEPARTMENTS

- |                                 |                                    |                         |
|---------------------------------|------------------------------------|-------------------------|
| <b>2</b> Your Move              | <b>12</b> Magic: Martin Gardner    | <b>56</b> Wild Cards    |
| <b>4</b> Letters/Laundry/Events | <b>46</b> Games & Books            | <b>60</b> Answer Drawer |
| <b>6</b> Gamebits               | <b>52</b> Computer Games: Graphics | <b>64</b> Eureka        |
| <b>10</b> Logic                 | <b>54</b> Eyeball Benders          |                         |



## Difficulty Rating

Smooth Sailing ★

Uphill Climb ★★

Proceed at Your Own Risk ★★★

Mixed Bag ★★

Cover Montage Barry Simon



## YOUR MOVE

Edited by Burt Hochberg

### Brand Names ★★

Cattle brands, used to identify animals as belonging to certain ranches, are made up of letters and other characters, sometimes combined in a sort of visual pun. Can you match the brands below (1-9) with their ranches (a-i)?

- |    |    |    |
|----|----|----|
| 1. | 2. | 3. |
| 4. | 5. | 6. |
| 7. | 8. | 9. |

- Rocking NF
- Teepee
- Flying A
- Lazy Z Cross
- Lazy JD
- Pigpen
- Saddle Pocket
- Seven H Seven
- Lazy Bar H

Debra Inman  
Washougal, WA

### Stop, the Press ★

There's an old newspaper gag about a reporter identifying himself at a press conference as "Brown from the *Sun*." Here's a list of eight other made-up reporters' names (1-8). Which paper or magazine (a-h) do you think each of them would aptly be associated with?

- |             |                            |
|-------------|----------------------------|
| 1. Mann     | a. from the <i>Record</i>  |
| 2. Sine     | b. of <i>Time</i>          |
| 3. State    | c. of the <i>World</i>     |
| 4. March    | d. the <i>Herald</i>       |
| 5. Nose     | e. of the <i>Times</i>     |
| 6. Stricken | f. on <i>Rolling Stone</i> |
| 7. Moss     | g. for the <i>News</i>     |
| 8. Hark     | h. of the <i>Nation</i>    |

Andre Normandeau  
Vanier, Ontario

### The Five and Only ★★

There's something about Delaware, Hawaii, Indiana, Oklahoma, and North Dakota that makes them different from all the other states. Can you figure out what it is?

Steven Sattazahn  
Shiremanstown, PA

### Cat a Gore Ease ★★

Here's a party game I devised called "Cat a Gore Ease" (Categories).

The idea is this: One player names a category, respelling the name of the category phonetically to create a combination of short words that makes some sort of sense (or even nonsense). One category might be "grow cerise" (groceries). Then all the players simultaneously write down as many items as they can that fit in that category, again respelling them phonetically to make shorter words. "Grow cerise" might include "Tom ate toes" (tomatoes), "Mack a roe knee" (macaroni), "What arm alone" (watermelon), and so on.

The winner could be the one with the longest list (after canceling out duplications), or the one using the most letters, or the one with the funniest word combinations. If players take too long, a time limit can be imposed.

Josephine O. Coleman  
Los Angeles, CA

### Seriesly, Folks ★

Here's a number sequence inspired by my first-grader. Can you fill in the blank?

1, 2, 3, 2, 1, 2, 3, 4, 2, 1, 2, —

Cathy (and Peter) Washington  
Chico, CA

### Divide and Conquer ★★★

The number 9,876,543,210 is the largest possible number that uses all the digits from 0 through 9 once. You will find that the first digit (9) is divisible by 1, the first two digits (98) divisible by 2, the first three (987) divisible by 3, and so on until you try the first seven digits, which form a number *not* divisible by 7.

Can you find a 10-digit number that uses all the digits 0-9 once and that *does* have the property that its first digit is divisible by 1, its first two digits by 2, its first three by 3, etc., up to and including 10?

Kishor N. Gordhandas  
Bombay, India

Answer Drawer, page 60

## GAMES

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**Subscription Rate:** 1 yr. \$15.97, 2 yrs. \$22.97 in the U.S. and possessions. In Canada and other countries add \$3.00 per 1 yr. sub. **Back Issues:** \$3.50 (1977-8) or \$2.50 per copy from *Games*, BACK ISSUES, 515 Madison Ave., NY, NY 10022. Specify cover-months and year. (The first issue was dated Sept./Oct. 77.)

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**Inserts:** Franklin Mint between pages 8-9  
 Camel between pages 24-25  
 Sport Magazine between pages 56-57





## Now playing. Hundreds of Hi-Fi movies VHS doesn't have.

Watching prerecorded movies on a hi-fi videocassette recorder is like watching them in a theatre. The problem is, VHS recorders have very few hi-fi movies—and what good is a theatre if nothing's playing?

Well, there's always something playing on Sony Beta Hi-Fi™. You can get over 700 prerecorded Beta Hi-Fi movies, concerts and Video 45™ music videos, including virtually every videocassette on *Billboard* Magazine's Videocassette Top 40 charts.

Sony doesn't just give you great movies. You get incredible video and audio. One reason is our simpler technology. For example, VHS needs seven audio/video heads to do what Sony does with only three—

and Sony still does it better. Turn on a Beta Hi-Fi, and you'll see a picture that's sharper than VHS. And you'll hear a clearer, richer sound—sound that's better than conventional VCR's, better than AM or FM stereo broadcasts, stereo LP's, stereo cassettes or reel-to-reels. Even VHS Hi-Fi can't beat our sound.

VHS has another problem. As the *New York Times* reports, "...VHS Hi-Fi is still beset by growing pains...VHS Hi-Fi cassettes recorded on one brand of VCR may not always play back properly on another." But you can use any Beta Hi-Fi tape on any Beta deck.



Sony is ahead of VHS in still another area—the future. When we introduced hi-fi VCR's two years ago, we had the foresight to make ours with stereo recording circuitry—a terrific feature to have now that TV stations have begun broadcasting in stereo. And even though VHS finally has hi-fi now, most still don't have stereo recording circuitry. And that's just one way we're staying ahead of the competition.

If you want the most in hi-fi entertainment, it's playing now on Beta Hi-Fi.

**SONY**  
THE ONE AND ONLY™

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# LETTERS

## Envelope of the Month



John Krygowski  
Springfield, MA

## State ID

As a 53-year resident of Michigan, I must take exception to the answer in "States of Mind" (Wild Cards, October, page 55) that said we like to be called "Michiganites"! There has been political and editorial comment in recent months as to what we should be called. Almost unanimously we reject "Michigander." This derogatory term was used by President Lincoln when he told a Michigan member of Congress to "quit Michigandering around."

The term accepted by those of some intelligence, and major newspapers in our state, is *Michigania*.

Dick Zimmerman  
Livonia, MI

## Etarvqitcou!

One of my favorites among your regular features is the "Dszquphsbnt!" page of cryptograms. Yet I have been puzzling for some time as to what the title of this feature represents. So far I have come up with only one word that fits the letter pattern, but it's hyphenated and seems to bear no relation to the puzzle. I'm still working on a list of other eligible words.

Tony Allen  
London, England

Take the letter alphabetically preceding each one in "Dszquphsbnt!" and you get CRYPTOGRAMS. What was your word?—Ed.

## Faked Out

If this ad had shown up in the pages of GAMES, I'd have marked it as the Fake Ad for sure. As it turns out, this is from a local newspaper, and it's for real.

Wendy Lenahan  
Colorado Springs, CO

## FREE HOTEL ROOM

Unlock a relaxing week or weekend at the Ramada Renaissance Hotel in Denver.  
\*Parking \$55.00/night  
\*(Parking is mandatory)

Overlooking Cherry Creek Reservoir  
• swimming  
• boating  
• waterskiing  
• golfing

## Kid Vid

I'm 12 years old. In "Good Grief!" (October, page 45) we had to tell where each piece of your composite comic came from. You said the Shmoo is from a comic called *Li'l Abner*. You're wrong! I watch him on TV Saturday mornings on the *Flintstone Funnies*.

Joey Kroeger  
Cherry Hill, NJ

Reminds us of the child who asked his parents, "Is it true Paul McCartney was in a group before Wings?"—Ed.

In the "Alphabet Tube" trivia quiz (Wild Cards, October, page 56) which gave clues for identifying 26 television shows from A to Z, your answer for W was *Walt Disney* ("ABC got this, its first major hit series, by helping to finance an amusement park in Anaheim"). The show you refer to premiered in 1954 under the name *Disneyland*, and was not renamed *Walt Disney Presents* until 1958. A more precise W question would have been "What 1950's children's show asked the audience to participate by using a 'Magic Window' on their TV sets?"

Steve Aaronson  
Washington, DC  
Answer Drawer, page 62

## LAUNDRY

If a reader finds a significant error of fact or a mistake that affects the play of a game, and we agree the slip needs to be laundered, we'll print the first or best letter and send the writer a GAMES T-shirt.

## Mistakes: November

★ On page 35 of *The Games 100*, we listed the incorrect manufacturer for *Trac-Ball*. The game is manufactured by *Wham-O*.

—Ed.

★ You were a little off the mark in your answers to "Right on the Button" (Gamebits, page 7)—the loser of the 1972 Presidential race was George, not William, McGovern.

Rita Rabenberg  
Vermillion, SD

Gerald Ford's campaign button would have appeared in 1976, not 1972—he wasn't running then.

Eric C. Stedman  
Washington, DC

★ There's an error in your answer to the Cryptic Crossword (page 50)—21 Down should be PITTED (from Tip, reversed, plus Ted), not DIETED.

Lee Steneide  
Leavenworth, WA

★ In "Hail to the Prez" (Wild Cards, page 67), Andrew Johnson is listed as being nicknamed "His Accidency." That moniker actually belonged to John Tyler, who was the first Vice-President to succeed to the Presidency upon a President's death.

Peter Callas  
San Rafael, CA

## EVENTS

If you plan to attend any of these events, write or call to check entry fees, dates, sites, eligibility, etc. Include a stamped, self-addressed envelope with your request. If you know of other events suitable for this column, write to Events, c/o GAMES.

**Bridge** Several tournaments are offered through the American Contract Bridge League this month: Tampa, FL (1-6); Newton, MA (4-6); Palm Springs, CA (8-13); and Port Chester, NY (9-13). Contact: ACBL, Box 161192, Memphis, TN 38186.

**Jump Rope** Contestants will be jumping for joy at the 25th annual World Speed Rope Jump Contest, January 26, in Bloomer, Wisconsin. Highlights are speed and trick events. Contact: Bloomer Jr. High School, 1325 15th Ave., Bloomer, WI 54724, or call (715) 568-1025.

**Map Dash** Homebodies who start early won't miss a beat in the 22nd Annual St. Valentine's Day Massacre. Clues and the Rand McNally Road Atlas will be supplied from December 31 through February 14, for this indoor journey from New York to San Francisco. Completed entries are due by the end of February. Fee is \$28. Trophies go to the most accurate armchair travelers. Contact: The Massacre, Box 53, La Canada, CA 91011.

**Snow Snurfing** Cash prizes total about \$800 for the best in downhill and slalom competitions at the 12th Annual National Snurfing Championship, held January 26, in Rockford, Michigan, near Muskegon, where the snurf board (a short, wide ski) was invented. Fee is \$7. Contact: J. Paul King, Muskegon Community College, 221 S. Quarterline, Muskegon, MI 49442.

**Trivial Pursuit** All hands will be on deck at the World's First Trivial Pursuit Cruise, January 4-11, on the Queen Elizabeth II sailing from Manhattan. Stops are in San Juan, St. Thomas, and St. Maarten. The \$1,455 fee includes room, meals, entertainment, and a Trivial Pursuit game. Contact: Trivial Pursuit Cruise, Cunard Line, 555 Fifth Ave., New York, NY 10017.

**Writing Contest** Sponsored by Harry's Bar and American Grill, the Eighth International Imitation Hemingway Competition invites contestants to make an earnest attempt at composing a humorous one-page parody of Hemingway's style. Include a nice mention of Harry's. One winner receives plane tickets and dinner for two at Harry's in Florence, Italy. Postmark by February 15. Contact: Harry's Bar and American Grill, 2020 Avenue of the Stars, Los Angeles, CA 90067.



# Put your love to the test.

## How much love do you have to give? Answer these simple questions and find out.

If I saw a lost, frightened child on my street, I would immediately stop and help.

☐ YES ☐ NO

I often feel frustrated and helpless when I see a news story about desperately poor or sick children.

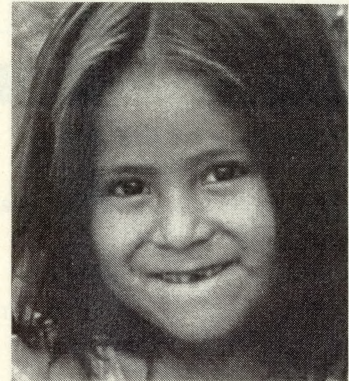
☐ YES ☐ NO

I believe that no child should ever have to do without nourishing food, decent housing, medical care, or schooling.

☐ YES ☐ NO

I think that the best way to help children is not through handouts—but rather, by teaching families to help themselves.

☐ YES ☐ NO



I believe that impoverished children should receive help within their own families.

☐ YES ☐ NO

I especially wish there were an effective way I could personally help just *one* desperately poor child and family.

☐ YES ☐ NO

If I could be assured that my money was being spent effectively, I would definitely consider helping.

☐ YES ☐ NO

If I could help a child for as little as 72¢ a day, I would.

☐ YES ☐ NO

If you answered "YES" to these questions, you are the kind of person who *can* help a desperately poor child overseas... through *Foster Parents Plan*. In fact, for just 72¢ a day, you can make it possible for the child you sponsor to have nourishing food, medical care, decent housing, schooling...and hope. Imagine. Your spare change could change a child's life.

Foster Parents Plan lets you help your Foster Child within the child's own family. And more, the small amount you give goes toward teaching families to work together—by growing more food, digging wells, and building schools. You'll see the results for *yourself*. Through pictures. Detailed progress reports. And letters written in your Foster Child's own words.

How can you sponsor a child now and pass the test of love? Just answer "YES" to the rest of these questions, mail this entire application, or call toll-free 1-800-556-7918 today.

To start helping even faster, call toll-free:

# 1-800-556-7918

In RI call 401-738-5600

Detach and mail this entire application or call toll-free today.

☐ YES. I want to give \$22 a month—just 72¢ a day—to sponsor *one* desperately poor child through *Foster Parents Plan*—making it possible for the child and family to have a better life, both now and in the future.

☐ YES. I want to help a: ☐ Boy ☐ Girl ☐ Either

☐ **Wherever the need is greatest**, or as indicated below:

<input type="checkbox"/> Africa	<input type="checkbox"/> El Salvador	<input type="checkbox"/> Indonesia
<input type="checkbox"/> Bolivia	<input type="checkbox"/> Guatemala	<input type="checkbox"/> Nepal
<input type="checkbox"/> Colombia	<input type="checkbox"/> Honduras	<input type="checkbox"/> The Philippines
<input type="checkbox"/> Egypt	<input type="checkbox"/> India	<input type="checkbox"/> Thailand

☐ YES. I want to sponsor a child of about this age:

☐ 3-6 ☐ 7-10 ☐ 11-14 ☐ Any age 3-14.

☐ YES. I have enclosed a check for \$22 for my first month's support of my Foster Child. Please send me a photograph, case history, and complete Foster Parent Sponsorship Kit.

☐ NO. I'm not ready to become a Foster Parent yet. But please send me information about the child I would be sponsoring. Within 10 days I'll make my decision.

E356

☐ Mr. ☐ Mrs. \_\_\_\_\_  
☐ Miss ☐ Ms. \_\_\_\_\_

Address \_\_\_\_\_ Apt. # \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Mail to: Kenneth H. Phillips, National Executive Director  
Foster Parents Plan, 157 Plan Way, Warwick, RI 02887

Foster Parents Plan was founded in 1937 and this year will aid over 223,000 Foster Children and their families in more than 20 countries. We are non-profit, non-sectarian, non-political, and respect the culture and religion of the families we assist. Of course, your sponsorship is 100% tax-deductible, and a detailed annual report and financial statement are available on request.



## Foster Parents Plan®

Your love *does* make the difference.



# GAMEBITS

Edited by Curtis Slepian

## The Hands of ORAC

How do you beat a poker player blessed with the supreme poker face? That's one of the problems that will confront the winner of a \$100,000 poker tournament to be held this month at the Bicycle Club in Bell Gardens, California.

Whoever takes the event's high-draw competition must face a poker-playing computer named ORAC in a head-to-head, no-limit game of draw poker. ORAC was developed by Mike Caro (ORAC is Caro backwards), a top Las Vegas poker pro and computer whiz. Not only is ORAC programmed to beat people, it is also capable of explaining in English the strategy it used.

ORAC has not had an easy life thus far. Its first trial by fire was last April at the 1984 World Series of Poker in Las Vegas, where it played a heads-up game against the then reigning world champion of poker, Tom McEvoy. Though ORAC normally generates its own cards, a human dealer was used at the World Series to allay any suspicions of cheating. The computer read its hand with a special optical scanner

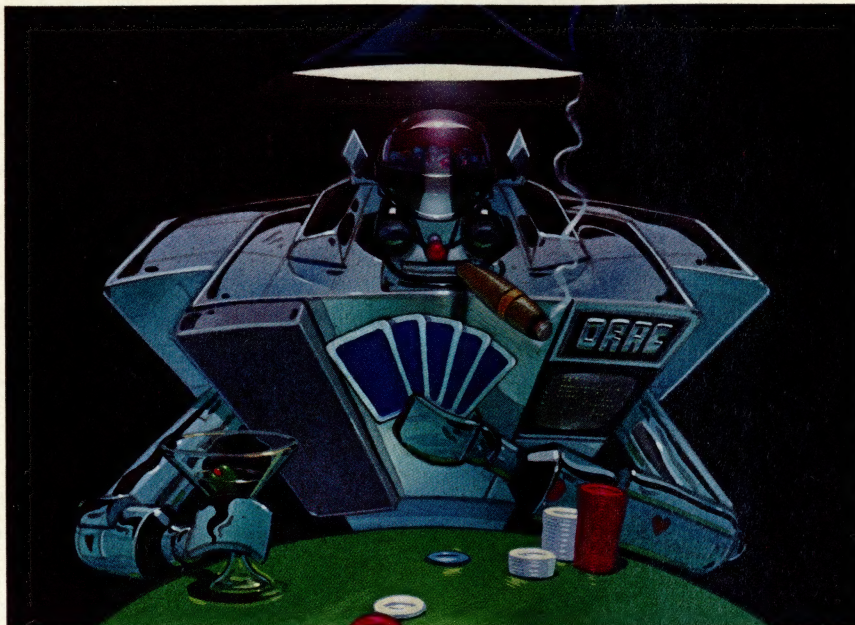


ILLUSTRATION BY FRED WARTER

similar to the ones used in supermarket checkout counters.

Man and machine played just about dead even for three-quarters of an hour until ORAC moved all its chips in with an ace-queen of diamonds against McEvoy's ace-9 off-suit. (The game was hold'em, a variation of seven-card stud.) McEvoy held by far

the worst hand, but he was lucky enough to draw a pair of 9s and claim victory. Commented the world champ: "The fact that the computer went in with the best hand and got drawn out on proves it's only human."

Two months later, in June, Bob Stupak, owner of the Vegas World Hotel & Casino on the Las Vegas strip, put up a whopping \$250,000 against the computer. In addition, Stupak made a side bet with Caro: Stupak's Rolls-Royce if ORAC won, against Stupak's right to smash the computer with a sledge hammer if ORAC lost. Although Stupak managed to win in a pair of dramatic final showdowns, he was so impressed with ORAC's play, particularly with the way it adjusted its strategy as the match progressed, that he declined the offer of the sledge hammer. "ORAC played too well to put an end to its career," pronounced Stupak.

Caro admits ORAC has not fared as well as anticipated during its brief career. Still, the computer has proved itself a world-class competitor. As for its upcoming match at the Bicycle Club, Caro is full of confidence: "ORAC will not only win," he says sanguinely, "but immediately afterwards, it will write its own press release, explaining its actions during the match."

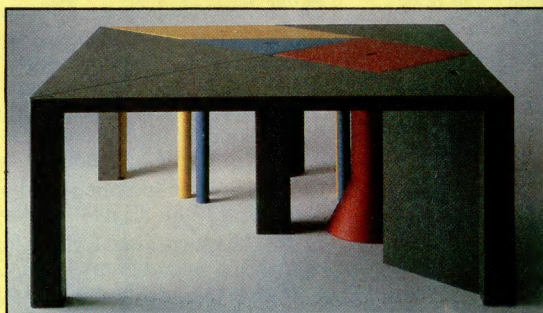
—R. D.

## Table Talk

Play at this table, or play with it. The Tangram Table is an architectural rendition of the ancient Chinese puzzle. Seven separate tables combine and recombine almost endlessly, just as the seven geometric shapes of the tangram puzzle can be rearranged to form all manner of shapes. As a nod to the traditional gamer, a chess-board top is available for the small square unit.

The table was created for Atelier International of Plainview, NY by Milanese designer Massimo Marozzi. The cost for this playful piece of furniture? \$4,900.

—S. G.





## The Rewards of Reading

The deluge of puzzle-prize books continues. The latest—and possibly richest—is the aptly titled *Treasure* (Warner Books, \$12.95). Solving its riddles will lead hunters to a buried golden horse, within which is a key to a safety deposit box holding \$500,000 in certificates.

Understandably, most people think this game of literary hide-and-seek originated in 1979 with Kit Williams's *Masquerade*. But the concept of planting clues in books and rewarding readers for unraveling them is as old as the invention of papyrus. That's what scholars now say after recently uncovering some astounding correspondence, excerpted below for the first time.

• Dear Will Shakespeare: As your agent, I'm distressed that you object to the minor changes I made in *Hamlet*. Sure, we've asked the audience before they enter the theater to figure out who killed Hamlet's father; sure, we keep the killer's identity a secret; sure, we offer a free trip to Denmark to the winner of the contest. But Bill, baby, we've been packing them into the Globe every night. . . .

• Dear Albert Einstein: Your *Theory of Relativity* is going to be a blockbuster—among physicists. But it's just a tad dry and not exactly a page-turner. I've thought of a way of goosing it up so it'll appeal to the general public. We give a prize, say a thousand clams, to the reader who can both explain what the heck you're talking about and who can complete the equation  $E=mc^2$ . I know everything's relative, Al, but believe you me, how big a bang your book makes in the stores depends on this contest.

• Dear Mr. Melville: Loved your fish story! *Moby Dick* told me everything I ever wanted to know about the whaling industry. Of course, it's difficult nowadays to market such a specialized book—but there is a solution. Picture this: We capture a whale, dye it white, release it off Nantucket, then offer \$5,000 to the first person who spots it. However, we would want you to alter the ending of the novel slightly, so that *Moby Dick* isn't harpooned. That way, if nobody spots the real whale, you could hash out a sequel and we'll keep the whole publicity ball rolling.

• Dear Ptolemy V: Just wanted to let

you know that we, your faithful priests, buried the Rosetta Stone yesterday. Your idea of inscribing the stele with clues in both hieroglyphics and Greek is inspired—it will certainly increase audience participation in this puzzle hunt. And whoever finds the stone first will have a real head start locating the golden scarab buried in that secret temple. I think the additional prize of burying the winner alive in the pyramid of his choice is a brilliant stroke of P.R. for your dynasty. —Louis Phillips

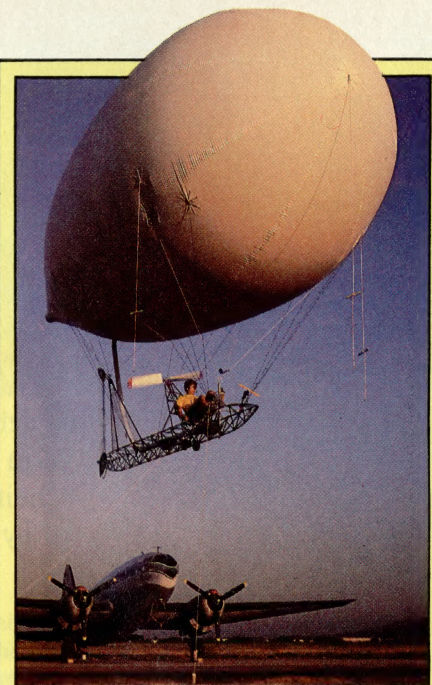
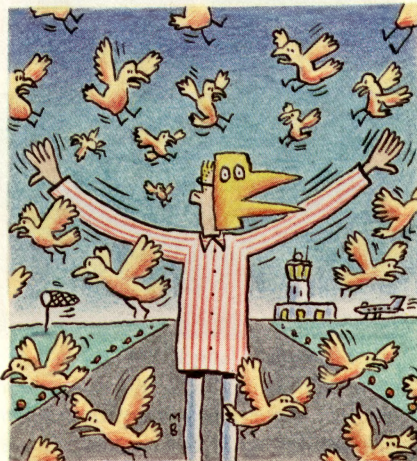
## The Birds Are Coming

A bird in the hand is worth two in the bush. But a bird in the engine of a 747 is just plain trouble.

For years, birds have created an aviation hazard by flying into planes taking off and landing, and airport authorities have spent small fortunes to find ways to shoo them away. The current state of the anti-bird art is to play tape recordings of bird distress calls, which, though terribly authentic, don't usually seem to bother the birds.

The British, however, have devised a couple of new solutions to the predicament. At military bases in Britain, an official falconer visits every few weeks and sets his predator loose on sparrows and magpies. The RAF says he's much more effective than the high-tech schemes they've tried.

But with falconers in somewhat short supply, civilian airports have had to use humans to stand in for hawks. At one field, a man stands near the active runway and flaps his arms exactly 24 times per minute, the flapping speed of a bird of prey. The chief flapper says it's not such an easy job: "It takes a lot of concentration to beat steadily at that rate." So far, it seems to work. Either the real birds think the flapper is one awfully big hawk, or



## High Ambitions

Bill Watson is an up kind of guy. He helped design the first man-powered, heavier-than-air machine to cross the English Channel (the "Gossamer Albatross," a balsa-and-foam craft powered by a pedal-driven propeller; it made the crossing in June 1979). Now he's created the "White Dwarf," above, which he claims is the world's first man-powered blimp. Watson has also built a radio-controlled model of a pterodactyl (used in the movie *WarGames*), and spring-loaded, shock-absorbing stilts to let him run like "a cheetah across the African plains." Clearly, he's an inventor given to flights of fancy. —C. S.

they have decided that any place where humans act that strangely is a place best avoided.

But the prize for the most entertaining way to rid airports of birds must go to Liverpool, home of the Beatles. When tapes of distress calls didn't work, the airport, appropriately enough, turned to music. Now birds are chased away by full-blast recordings of various singers played over the airport public-address system. A number of different artists are used, but the most effective at bird-chasing is singer Shirley Bassey. A few bars of "Goldfinger" and the finches fly off for parts unknown. No one will hazard a guess as to why the birds find her so alarming. For her part, Bassey isn't sure what to make of her new role as public servant. "I don't know if I should be flattered or insulted," she said. —Fran Severn



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This extraordinary new chess set will be crafted to the highest standards of quality and historical authenticity. The National Historical Society has appointed The Franklin Mint to create the sculptures, each of which will be a new and original design. Some figures will be shown standing, some seated, some kneeling, some mounted on horseback. And each figure will be painstakingly crafted of solid pewter, hand-finished, then set atop a solid brass pedestal base embellished with a circular band of richly colored enamel—*blue* for the soldiers of the North, *gray* for those of the South.

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William Tecumseh Sherman  
BISHOP



General in Chief  
Ulysses S. Grant  
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General in Chief  
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Major General  
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The chessmen themselves are scaled so that each one will suit the function assigned to it in the game of chess. And the handsomely crafted, pewter-finished playing board has been sized with equal care. Specially fitted, to also serve as the cover for the case which will house all 32 playing pieces, the board completes a presentation so attractive that the chess set will be played and displayed with pride and satisfaction. A Certificate of Authenticity, and specially written reference materials, will also be provided.

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the specially designed playing board and protective case provided at no additional charge. As a subscriber, you will receive two sculptured pieces every *other* month. You will, however, be billed for only *one* chessman at a time—a total of just \$17.50 per month. In addition, you will have the option to complete your set earlier, if you wish—but you will be under no obligation to do so.

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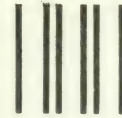
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THE NATIONAL HISTORICAL SOCIETY

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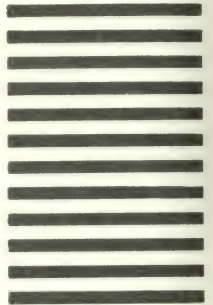
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This handsome pewter-finished chessboard and fitted presentation case will be provided as part of the set.

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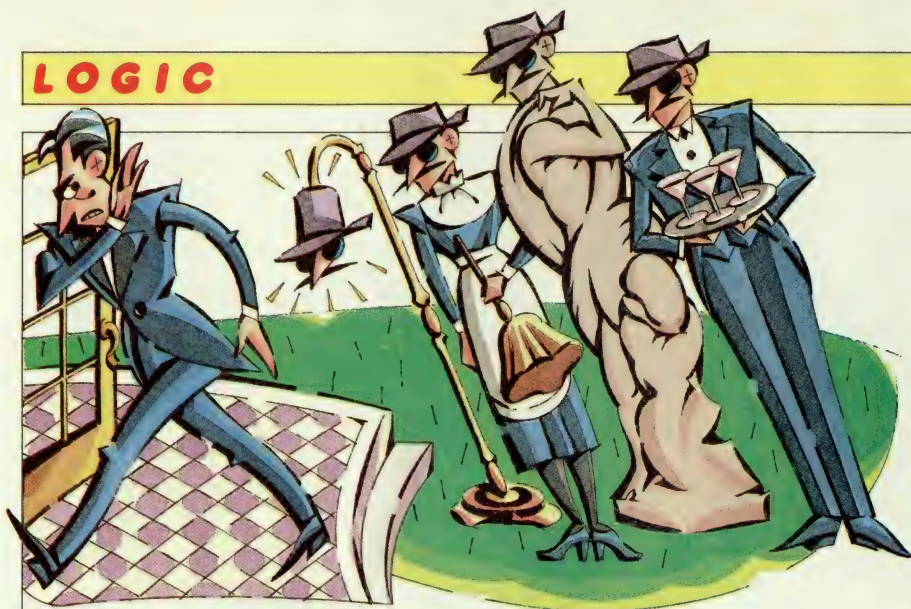
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# Undercover Capers

## COSTUME PARTY ★

by E. Cox and H. Rathvon

Four secret agents (Black, White, Brown, and Green) were sent to spy on Mr. Purple, a master criminal whose ambition was to rule the universe.

The four spies infiltrated Purple's household during a cocktail party, with one spy disguised as a statue on the lawn, one as a butler in the drawing room, one as a floor lamp in the main hallway, and one as a maid out on the open-air patio.

Brown later complained about how tired he was from all the walking he'd had to do. Green said that it had been hard for him to hold still so long. White was teased about how silly he'd looked in his domestic servant's disguise. And both Black and Brown were thankful they'd been inside all night, as it had been quite a chilly evening.

Can you figure out which spy had worn which costume at Purple's cocktail party?

## SPY RING ★★

by Dorothy Osborne

The Certified Inquisition Association suspected one of its men of leaking secrets to the enemy, so it sent a second man to spy on the first. When the leaks persisted, the Association suspected the second spy of duplicity, and arranged for a third man to spy on the second. Soon it became necessary for a fourth spy to spy on the spy spying on the first two spies, followed by a fifth and a sixth spy—till everyone was spying on everyone else. In the Association, this state of affairs is called Top Security.

The investigation did not uncover any treachery, but it did lead to a remarkable situation one Saturday afternoon when the six spies were eyeballing one another from various vantage points in and around the Greasy Fork Café, a diner in the center of town. The agents, whose code names were Peeper, Squint, Blinkman, Lash, Peery, and Gazer, were unknowingly locked in a circle of espionage in the following manner:

One spy sat in the window of the diner. A second agent sat at the diner's counter with his eye fixed only on the spy by the window. A third agent hovered near the door, able to see both of the first two men (but no other agents). A fourth spy positioned himself in a phone booth outside the diner, able to see just the agent in the doorway. A fifth operative was leaning against a streetlamp some distance away, able to see only the doorway and phone-booth spies. The sixth spy was on the rooftop of a nearby building, and he could see only the phone-booth and streetlamp spies. This rooftop spy was visible only to the first spy (the one in the diner's window, who saw just the man on the rooftop), thus completing the circle. From the clues below, can you figure out which position each of the spies was in?

1. Squint was in a position where he could see two other agents, while Blinkman could see only one.
2. Gazer was watched by just one spy, who in turn was watched by two others.
3. Lash was observed by both Squint and Peery.
4. Peery was positioned where he could be seen only by Blinkman.

## SEASONED AGENTS ★★★

by J. Mark Thompson

Agent Parsley:

There's trouble afoot, old boy. *They* have captured Agent Oregano. No telling how much *they'll* get out of him, but we must assume our codes are no longer secret. Even this message may have fallen into *their* hands, so we'll have to conceal your assignment for today in a web of obfuscation and trust your quick, catlike mind to unravel it fast enough to give you a head start.

Today you must visit the Frankel Museum, the Hedwig Hotel, Koch's Department Store, Leitwald Park, and Olmsted Airport, but not in that order; and meet Agents Mint, Nutmeg, Rosemary, Saffron, and Tarragon, but not respectively. Some of your fellow agents will give you items of interest to us; you will deliver some of these items to the other agents later in the day. The five items you must pick up are an attaché case, a roll of blueprints, a code book, a daisy (containing a microdot of—well, never mind of what), and a sealed envelope. You must deduce in what order to visit these places, whom to meet in each of them, and what to get (or leave) at each stop, from the following information.

1. The item you pick up at your first stop will not be delivered until your third stop.
2. You will receive two items at Koch's; later you will deliver them to agents at two different locations.
3. You will have the attaché case with you as you enter and leave the Frankel Museum.
4. Agent Mint will take an item you had previously carried into Olmsted Airport and away again; he will give you an item to be delivered to Agent Rosemary.
5. The item you get from Agent Nutmeg you will later deliver at Olmsted. It will never be at the Hedwig Hotel.
6. You will deliver the daisy to Agent Saffron, and you will pick up an item from him.
7. Of all the items, only the envelope is to be delivered at the stop immediately following the one where it is picked up, without being carried through an intervening rendezvous.
8. At the end of the day, you will retain only the code book.

Go to it, Parsley! The fate of the Free World depends on you!

—Commander Allspice

Answer Drawer, page 63



# BENSON & HEDGES

## *Lights*

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10 mg "tar," 0.7 mg nicotine av. per cigarette, FTC Report Mar.'84.

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No matter how matter-of-fact your job or how ordinary your office mates, airborne telepathic transmitters are present in your workplace. I will prove it by sending you a number via common office supplies.

To receive the number, take a sheet of paper and cut it into a square of approximately eight inches on a side. Fold the paper in half four times so that when it's unfolded the creases mark a grid of 16 small squares. Now fold each crease both forward and back so that the paper will fold easily either way along every crease. Number the squares from 1 to 16 as shown below.

Fold the square into a one-by-one

## OFFICE OF THE OCCULT

packet along the crease lines. Your folding may be as tricky as you like; you may even tuck folds between folds.

With scissors, trim away the four edges of the final packet so that it now consists of 16 separate squares. Some of the squares will be number side up, others number side down. Without turning over any of the squares, spread them out on your desk. Add all the face-up numbers and write the sum, which is—don't fall back in your chair!—on page 60.

*Martin Gardner, puzzle-columnist emeritus of "Scientific American," has been composing puzzles and brainteasers for 30 years.*



1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16





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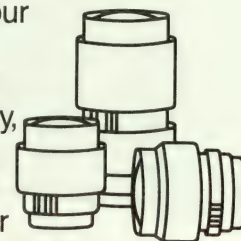
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# CINEMA

## HOW SPECIAL EFFECTS WIZARDS MAKE MOVIE MAGIC

# MIRACULOUS



**How was this cliff-hanger from "Blade Runner" achieved? Test your special effects intuition with the quiz on page 18.**

**S**

even Spielberg once remarked that if E.T. were to win an

Oscar for his performance, there should be another dozen statuettes right behind him. "A dozen hearts are his," said Spielberg. "Twenty-four hands work through his arms." Spielberg must have been pleased when, in the end, E.T. waddled off with an Academy Award for special effects, the ultimate accolade for both the team of actors that brought him to life and the designers, sculptors, and electricians who built him. When today's keen-eyed movie audiences can believe in a wire and polyurethane character like E.T., the special effects crew deserves much of the credit.

"Since movies are a totally fabricated collaboration of light and image, of sequence and perception, it's not far wrong

to say that an entire film is a special effect," says Douglas Trumbull, who created the unforgettable imagery in *2001: A Space Odyssey*, *Close Encounters of the Third Kind*, and *Blade Runner* (above), among others. Still, the term special effects—or simply SPFX—does bring to mind the *special*: King Kong swiping at planes from the top of the Empire State Building; JoBeth Williams being chased up the walls and across the ceiling in *Poltergeist*; the cliff-hanging climax of *Indiana Jones and the Temple of Doom*.

The job of designing and creating such effects falls to those immensely talented people who can transform a one-sentence description in a screenplay ("Suddenly, an alien creature rips through Kane's stomach") into a believable, and often startling, set of images. Some of these artists are experts at make-up and latex techniques, exemplified by Rick Baker's work in *An American Werewolf in London*. Others are proficient at sound effects, at matting (combining onto one piece of film images shot

separately, so they appear to have been photographed together), or at stopmotion animation (painstakingly photographing movable figures one frame at a time, as in the original *King Kong*). All are continually challenged to find better, more convincing ways of putting the fantastic on film. Often, the effects involve a complex galaxy of high-tech gadgetry, including, increasingly, computers, which generated all the space vehicles in last summer's *The Last Starfighter* (seen on the cover). But sometimes the most ingenious solutions are quite simple: To get the sound effect for the rolling boulder at the beginning of *Raiders of the Lost Ark*, Spielberg's crew taped a station wagon coasting down a gravel road.

Four of the masters of this exciting field were asked to tell how they tackled a particularly perplexing problem. Their stories, as related to Don Shay, editor and publisher of the special effects journal *Cinefex*, follow. After you've read about their close encounters, try solving a few on your own with a quiz to test your SPFX savvy, on page 18.



# RICHARD EDLUND

Richard Edlund, a four-time Oscar winner for visual effects, was one of the original core group of effects personnel on "Star Wars" and later worked on such films as "Battlestar Galactica" and "The China Syndrome." He rejoined the Lucasfilm team as effects supervisor on "The Empire Strikes Back," "Raiders of the Lost Ark," "Poltergeist," and "Return of the Jedi." Now in business for himself, he has most recently worked on effects for "Ghostbusters" and "2010: Odyssey Two." Here he speaks about "Poltergeist."



*Poltergeist* had at least one of just about every type of effect I'd ever encountered—plus a few I hadn't. The topper came in the finale, in what producer Frank Marshall called "the \$250,000 sentence"—where you're reading along in the script and then casually it says, "and the house implodes" [see inset]. Something like that really stops you dead in your tracks, especially knowing that Steven Spielberg [the film's very involved executive producer] is a most visually acute person and not prone to accept anything that doesn't really work.

We realized early on that it would have to involve some kind of miniature work [scale models], but even at that, we weren't sure how to handle it. There was no way to blow the thing up and show it backward, for instance, because the house was supposed to be imploding—bursting inward. In effect we had to pull it through the eye of a needle—which is essentially what we did.

Our live-action plate [the basic footage that is to be doctored with special effects] was shot on location, using the real house that was featured in the film. Then we matted out the house entirely [removed it from the photograph]. Mike Pangrazio painted in the front yard and the site as they would look if the house were not there. The house itself was reproduced in great detail as a five-foot-wide miniature. Ease Owyneung was in charge of that project. There were miniature two-by-fours and plaster walls, pieces of furniture, paintings, little lawn mowers in the garage, tiny trash cans—it

was beautiful. Then we took that miniature house and mounted it, with the front of the house facing up, over a funnel-shaped opening. Heavy-duty cables ran up through the opening and attached to an incredible array of wires and nets that had been built into the walls of the house. Theoretically, by pulling on the cables, the walls would collapse inward and the house would be drawn into the funnel, where grinding mechanisms would chew up the pieces and keep the opening clear. We tried to orchestrate everything so that certain sections would pull down before others. It was quite complex—more so because it was a one-shot deal.

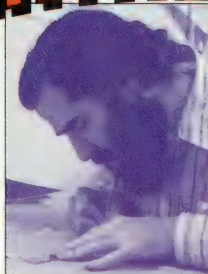
We mounted our camera on a platform up above, looking down on the front of the model house, and then attached the



cables to a forklift and gave them a giant yank. In about a second and a half the whole thing was over, but the effect lasts considerably longer on film because we were shooting in slow motion, at 360 frames per second [normally, film is shot and projected at 24 frames per second]. This implosion effect was then matted (or superimposed) into the modified background plate, with a hand-drawn frame-by-frame matte—more than 500 frames' worth. So the final shot includes live-action elements, miniature photography, and matte painting, along with some subtle animation just to sweeten the shot.

# ROBERT SWARTHE

Robert Swarthe is a seasoned effects supervisor who produced "Kick Me," the Oscar-nominated short subject, supervised the animation effects on "Close Encounters of the Third Kind" and "Star Trek: The Motion Picture" (for which he was also nominated for an Oscar), and was overall effects supervisor on "One from the Heart," "The Outsiders," and "Close Encoun-



ters—Special Edition." Swarthe is currently writing a script based on Arthur C. Clarke's "The Fountains of Paradise," which will also mark his debut as a feature film director.

A couple of years ago, I was called in by Francis Ford Coppola to provide some assistance on *The Outsiders*, a film not generally associated with special visual effects. A key segment involved two teenage gang members going into a burning abandoned church to rescue five young children trapped inside. The film was being made on location in Tulsa, so we had to go there to film the sequence. For optimum control and safety, I recommended that a special interior of the church be reconstructed inside Tulsa's State Fair Pavilion.

We built two sets. Room #1 looked normal. Room #2 was constructed as a mirror image of #1 and then painted entirely black. The two sets were positioned at a 45 degree angle to each other. One camera was placed midway between the two rooms, facing #1. A large semi-transparent mirror was placed at a 45 degree angle in front of the camera. This setup allowed us to simultaneously photograph Room #1 along with the reflection of Room #2. We generated all the flames in the black room only, but the mirror reflection made them appear to be in Room #1. At no time did we ever have children and fire together in the same room, so any shot you see that has both children and fire in it is a "mirror shot." This, in itself, is nothing new—mirrors have been used for decades to reflect transparent objects such as ghosts and rays of light into film scenes.

We added a new twist, however, for one critical shot where Johnny, one of the main characters, is struck by a blazing beam that fractures his spine and knocks him through the floor. To achieve the shot safely and with maximum realism, I came up with the idea of building a mechanical pivoting device that would move two identically sized beams together in sync. Thus, on the real set, our actor, Ralph Macchio, was struck by a harmless balsa wood beam and fell through a breakaway section in the floor, while next door in the black room, a flame-engulfed timber duplicated the move exactly. Without this device, the beam would have appeared as transparent as the flames. To complete the illusion, we used nontoxic smoke and flickered orange-gelled lights off sheets of rippling silvered Mylar. Bob Spurlock and Marty Bresin constructed the actual synchronizing mechanism, and the end result was an identifiably close shot of one of the film's major protagonists apparently being knocked through the floor by a burning beam.



# DENNIS MUREN

Dennis Muren got his start in the effects business with such low-budget productions as "Equinox" and "Flesh Gordon." Later he graduated to the big time as an effects cameraman on "Star Wars" and "Close Encounters." Since then, as a longstanding member of the Lucasfilm team, Muren has worked on "The Empire Strikes Back," "E.T.," and "Return of the Jedi"—winning Oscars for all three—as well as on "Dragonslayer" and "Indiana Jones and the Temple of Doom."



We knew from the start that the speeder bike chase in *Return of the Jedi* would combine live-action closeups of the actors against a bluescreen (a special screen that allows this footage to be superimposed later over separately shot footage) and then miniatures for the longer shots. What wasn't clear was the type of backgrounds to use for the forest. Our first thought was to build a miniature landscape, as we had done on *E.T.* But we wanted the bikes to look as if they were going over a hundred miles an hour. To produce this illusion of speed, we would have needed a huge set to provide a continuous background image. So I started thinking about using a real forest. But hanging a camera from a long cable and running it through the woods would have limited us to straight-line paths, and we needed to make banking movements. Helicopters were out because we couldn't possibly get them low enough.

Finally we decided to use a Steadicam, a hand-held camera stabilizing system that smooths out the natural bumps and sways of a walking cameraman. Even so, getting a steady image was going to be difficult—to suggest speeds of a hundred miles an hour or more we would have to shoot one frame per second, or about seven feet of travel per frame.

Ultimately, we ended up working directly with Garrett Brown—the Steadicam inventor—and we rigged his Steadicam to a lightweight camera. In the woods, we set up a string as a height guide for Garrett [seen in the photo at far left, below] and ran it for a span of 300 or 400 feet, the length we needed to get a 60-frame shot. We also had marks on the ground that only Garrett could see, so he wouldn't drift left or right. Below the wide angle lens we were shooting with was a small video camera with a telephoto lens, which magnified every little error Garrett made. By looking at the video monitor rather than through the camera, he was able to see the bumps better and correct for them practically frame by frame. Walking very carefully along this predetermined path, Garrett shot one frame, stopped the camera, moved seven feet, then shot the next frame. When these pictures were projected, they created an illusion of incredible speed. Each shot took maybe two minutes, and we got all the plates we needed in about four or five days. These were later composited with live-action closeups of miniature speeder bikes to achieve the final result [below].

# JIM DANFORTH

Jim Danforth, a two-time Oscar-nominee for "7 Faces of Dr. Lao" and "When Dinosaurs Ruled the Earth," has executed visual effects involving matte paintings, stopmotion animation, and related effects for a wide range of film and television projects. At his Effects Associates facility, he is now preparing a feature-length fantasy-adventure that he plans to direct.



Quite some years ago, I was engaged to do the opening title photography for the *Hallmark Hall of Fame*. It was very cleverly designed by Saul Bass, the well-known title artist, and involved the

crown or coronet that Hallmark uses for its logo. My colleague, Ralph Rodine, and I were supplied with a full-size metal crown, and I built an elaborate rig for positioning and rotating the crown and moving it through various angles and attitudes, which were going to become elements for a complicated sort of graphic Saul had devised. This was around 1965, well before motorized rigs and motion control came into the picture, and so the plan was to shoot all these moves stop-motion, one frame at a time.

The problem came when we tried to shoot the crown rotating around its own center, on a plane parallel to the ground. When we looked at our film, we discovered that the crown wobbled very badly. We found that our rig rotated accurately but that the crown itself was lopsided, so there was no way to recenter it on the rotating device to solve the problem. And of course, as with all these things, we were running out of time. So it dawned on me that since the crown was repetitive in its construction, with alternating high and low spikes around the circumference, we ought to be able to simulate the effect of a full rotation by going only an eighth or a quarter of a revolution, then backing up in a sort of random pattern.

We studied the crown very carefully and found a particular section where nothing shifted a noticeable amount. I examined the first take that we had made and plotted the correct sequence of moves and what positions the various spires were in on each frame. Then I went back and reconstructed that same pattern, but using only one quadrant of the crown. It was a very funny thing to observe while we were shooting, because the crown rotated forward for three or four frames and then it went back a few inches and then forward again for two or three frames. It was a very strange pattern. But when that was filmed and projected at 24 frames per second, it gave the impression that it started very slowly and increased in speed and then just continued to rotate at a uniform rate. And because we went only the quarter revolution, the wobble was not apparent at all, and everybody accepted it. In fact, Hallmark used it regularly for many years.





# TEST YOUR SFX SAVVY

Now that the special effects maestros have shared their secrets, can you figure out how a few of the most startling scenes in motion picture history got onto the screen?  
*Answer Drawer, page 61*

**1** *Blade Runner* climaxes with a thrilling rooftop chase high above a futuristic downtown Los Angeles, as bounty hunter Harrison Ford alternately pursues and flees Rutger Hauer. How was this seemingly dangerous scene, shown on page 15, accomplished?

- a) Stuntmen were photographed on fairly tall buildings that were shot to look even taller.
- b) The actors chased each other on a partial rooftop set; the rest of the image was a super-realistic glass painting matted (photographically inserted) into this footage.
- c) The actors were filmed against a blue-screen and the shots were later matted into footage of real rooftops.
- d) The actors were placed on actual rooftops, with safety nets just below the camera's view.

**2** How was the giant Stay-Puft marshmallow man (below) who lumbered through New York at the climax of *Ghostbusters* brought to life?

- a) He was a 50-foot-tall mechanical artifact.
- b) He was a 16-inch puppet made to move via stopmotion animation.
- c) A man in an eight-foot marshmallow suit was filmed in a partially constructed miniature set, and the shot was matted into footage of an actual Manhattan setting.
- d) All of the above, depending on the shot.



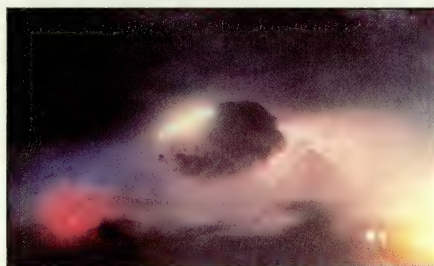
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© 1963 COLUMBIA PICTURES

**3** The famous skeleton sword fight in *Jason and the Argonauts* (above) was filmed using which one of the following methods?

- a) full-size skeletons operated overhead via invisible wires
- b) miniature models of skeletons, photographed one frame at a time and later matted into the overall scene
- c) realistic cartoon animation superimposed over live-action footage.
- d) very thin men dressed in skeleton suits



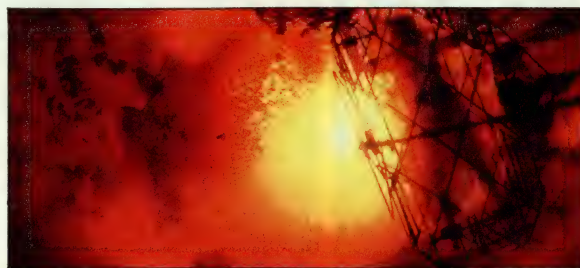
© 1977 COLUMBIA PICTURES

**4** Which method was employed to create the ominous clouds from which the glowing UFOs emerge (above) in *Close Encounters of the Third Kind*?

- a) time-lapse photography of actual storm clouds
- b) bursts of white paint filmed in a water tank
- c) dense white smoke from a "fog machine"
- d) slow-motion footage of CO<sub>2</sub> from a fire extinguisher

**5** In *Indiana Jones and the Temple of Doom* (below), Kate Capshaw is nearly deep-fried in swirling lava. What did the effects crew use to simulate molten lava?

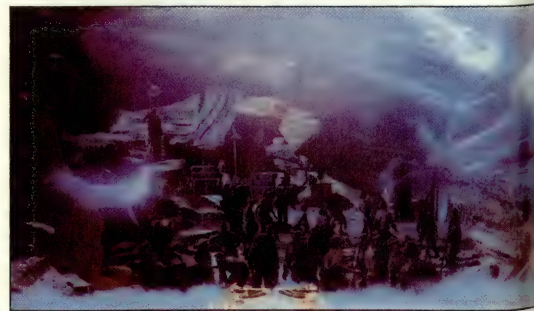
- a) red and yellow paint lit with intense incandescent light
- b) red-tinted glycerine illuminated from below
- c) matted-in footage of real lava
- d) vanilla pudding laced with phosphorescent dyes and illuminated with ultraviolet light



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**6** How were the ghostly apparitions that spark the fiery holocaust in *Raiders of the Lost Ark* (below) achieved?

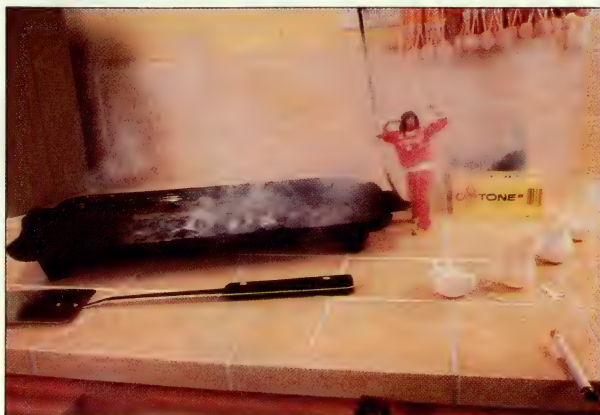
- a) by filming bits of silk fabric being swirled around inside a water tank
- b) via hand-drawn cel (cartoon) animation
- c) by dressing a young woman in a flowing gown and "flying" her by means of a wire harness
- d) all of the above



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**7** Different techniques can often be employed to achieve the same effects. Lily Tomlin, for instance, was reduced to minuscule proportions in *The Incredible Shrinking Woman* (below) by all but one of the following technical tricks. Pick the misfit.



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- a) stopmotion animation of a six-inch-tall Lily Tomlin puppet
- b) a process in which live actors perform in front of a highly reflective screen, while the previously filmed background is projected onto it
- c) footage of Tomlin matted into filmed close-ups of actual-size objects
- d) oversize sets and props

**8** In the classic *20,000 Leagues Under the Sea* (below), what was the awesome giant squid that accosts the storm-drenched crew of the *Nautilus*?

- a) a two-foot-long model photographed one frame at a time
- b) a full-size mechanical squid, controlled marionettelike by overhead wires
- c) footage of a real squid matted into the film
- d) very realistic animation



© 1954 WALT DISNEY PRODUCTIONS

**9** Picking up Reese's Pieces and making other subtle hand gestures are no small tasks for a four-fingered visitor from outer space (below). Which technique made possible E.T.'s manual dexterity?

- a) a radio-controlled mechanical hand
- b) a little person, who occasionally performed inside a rubber-suit E.T.
- c) a skilled mime who wore special E.T. gloves and contorted herself into a concealed position beneath the mechanical alien
- d) a wire-and-rod armature, shaped like a hand, with 150 movable "joints"



© 1982 UNIVERSAL PICTURES

**10** In 1941, John Belushi and Tim Matheson engage in a spirited dogfight over Hollywood Boulevard (below). How was this hair-raising sequence filmed?

- a) Actual-size aircraft were matted into footage of a miniature set of Hollywood Boulevard.
- b) Miniature aircraft were matted into footage of the real Hollywood Boulevard.
- c) Steven Spielberg closed a two-mile stretch of Hollywood Boulevard and flew vintage aircraft down the street for the most expensive scene in movie history.
- d) The entire scene was done with miniatures, from the aircraft on wires to the silhouettes of people in the apartment windows.



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**12** To produce the desired sound for a film, sound effects experts must rely not only on an encyclopedic knowledge of existing sounds, but also on their ability to imagine how those sounds can be combined or altered. Match the sound you thought you were hearing (a-g) with the sound that you were actually listening to (1-7).

- a) E.T.'s shriek upon first seeing little sister Gertie
- b) An arrow going through a covered wagon (standard)
- c) King Kong's roar (original film)
- d) Thunder (standard)
- e) Luke Skywalker's landspeeder in *Star Wars*
- f) The crunch of footsteps in snow (standard)
- g) Nuclear explosions in TV's *The Day After*



© 1981 UNIVERSAL PICTURES

**11** Which one of these statements most accurately explains how actor David Naughton underwent his transformation from college boy to rabid wolf (above) in *An American Werewolf in London*?

- a) Makeup artist Rick Baker attached a set of fur-covered mechanisms to Naughton's face, with inflatable bladders that could be gradually expanded into a wolflike visage.
- b) New photos were taken of Naughton after each layer of mask and hairpiece had been attached, and when shown quickly, the hair and face seem to change in one continuous sequence.
- c) Baker created two fully mechanized, shape-altering heads with flexible skins, Fiberglas underskulls, and acrylic forms operated by cables. No one was inside either head during the actual shape-altering.
- d) Baker applied the makeup to his own face and played the werewolf himself, as he had played the ape for some scenes in the remake of *King Kong*.

- 1. The roar of L.A.'s Harbor Freeway recorded through a vacuum cleaner pipe
- 2. Striking a screen door hooked up to an amplifier
- 3. A "take clacker" played backward
- 4. Walking one's fingers through tightly packed flour
- 5. A fireworks show at Disneyland
- 6. A lion's roar played backward at a slower speed
- 7. An electronically processed otter's shriek



# SNOW JOB

☆☆

ILLUSTRATED BY  
SHIRLEY KANEDA

The blizzard that's just hit this little ski resort may not have dampened the spirits of the diehard skiers, but it has brought with it a flurry of changes. In addition to the increased amount of snow, we've spotted 37 inconsistencies between the pre-blizzard morning view (this page) and the post-blizzard afternoon scene (opposite). How many can you dig up?

*Answer Drawer, page 64*









# Ah, WILDERNESS!

A ZOOM-IN MAPKIT PUZZLE

by Robert Leighton

**D**on't let winter keep you from the great outdoors. Stoke the fire, curl up in your easy chair, and take a trip to our National Parks.

The four rows of maps and photos at right offer different perspectives on five U.S. National Parks. They progress from the macro scale of state or regional maps in the top row (A-E); to the more detailed area maps of the second row (F-J); down to the micro scale of park maps in the third row (K-O). The bottom row zooms in further with photos of particular landmarks detailed in each park map.

By carefully examining state landmarks, town names, interstate highways, and other features from a map in the top row, can you zoom in on the map in the second row that logically follows it? Continue your journey through the appropriate park map and on to the photo of your destination . . . then breathe in that clean air, enjoy the silence, and take off for the next scenic wonder.

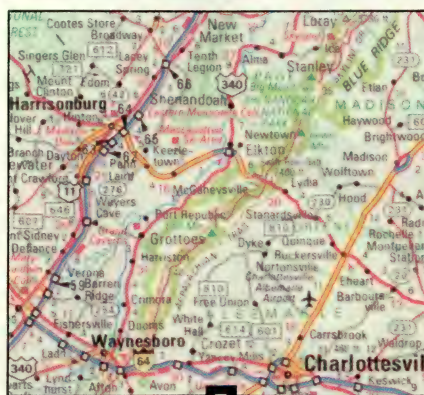
Answer Drawer, page 64



A



B



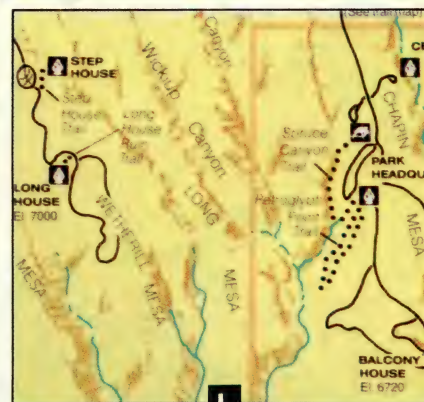
F



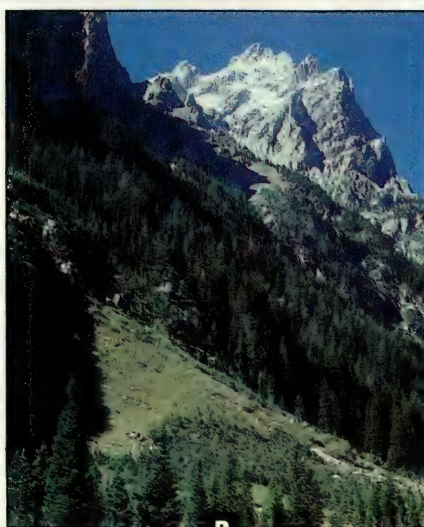
G



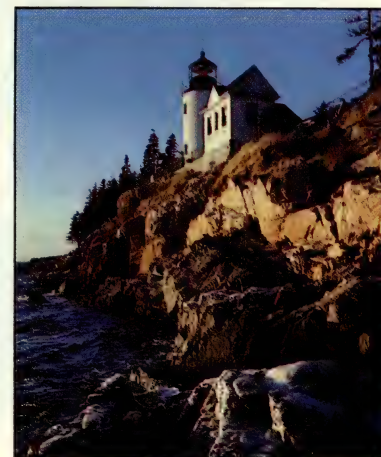
K



L



P



Q





C



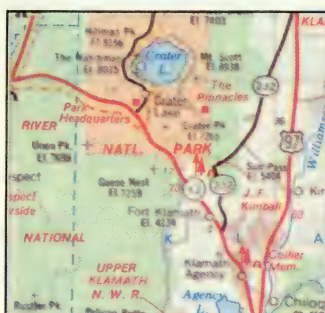
D



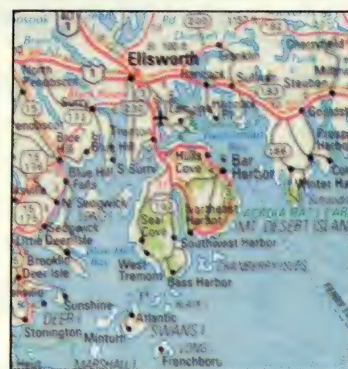
E



F



G



H



I



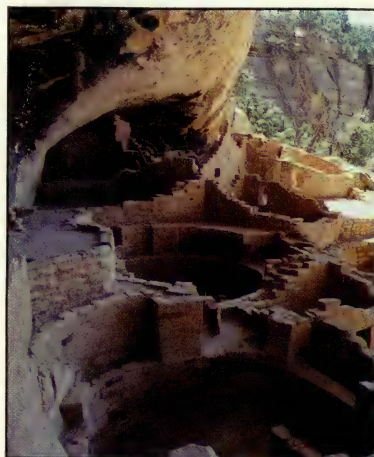
J



K



L



M



N



# Save \$2.00 on Today's Camel.

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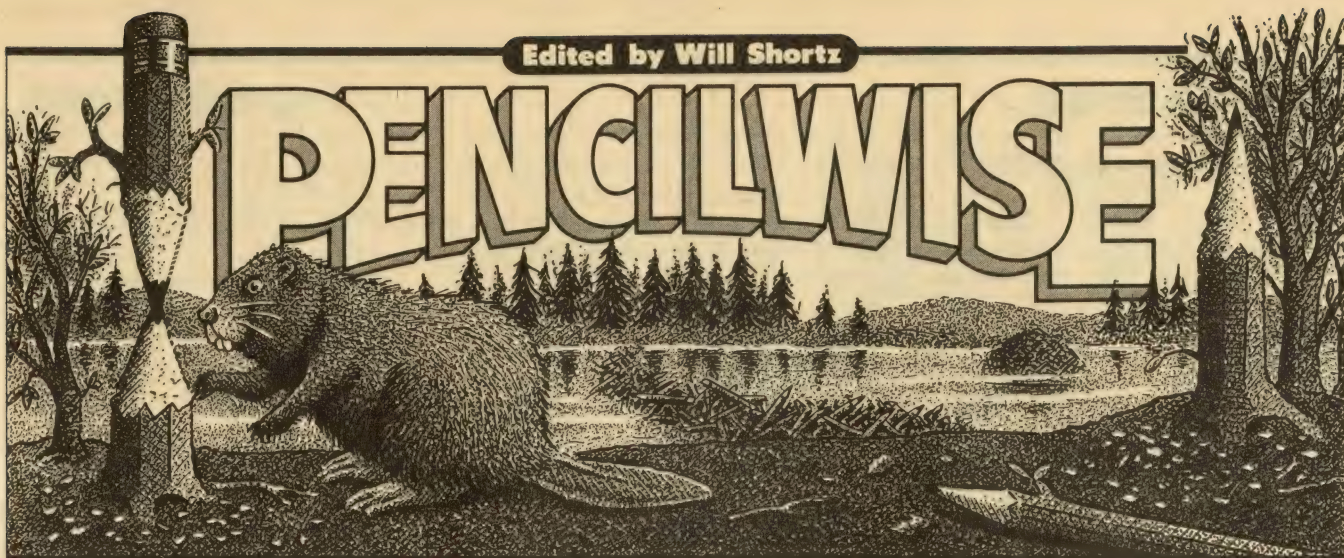
"ALL PROMOTIONAL COSTS PAID BY MANUFACTURER. OFFER RESTRICTED TO SMOKERS 21 YEARS OF AGE OR OLDER. A STORE COUPON WAS SCHEDULED TO BE INSERTED HERE AND IF IT IS MISSING, WE WILL INVESTIGATE THE MATTER TO ASSIST OUR INVESTIGATION. PLEASE SEND THIS PAGE, YOUR NAME, ADDRESS, THE MAGAZINE NAME, AND LOCATION FROM WHICH YOU OBTAINED YOUR MAGAZINE TO: CONSUMER RELATIONS DEPARTMENT, LANE SERVICES, INC., P.O. BOX 3000, WINSTON-SALEM, NC 27102"

**Warning: The Surgeon General Has Determined  
That Cigarette Smoking Is Dangerous to Your Health.**

LIGHTS: 9 mg. "tar", 0.8 mg. nicotine,  
FILTERS: 16 mg. "tar", 1.2 mg. nicotine,  
av. per cigarette by FTC method.



Edited by Will Shortz



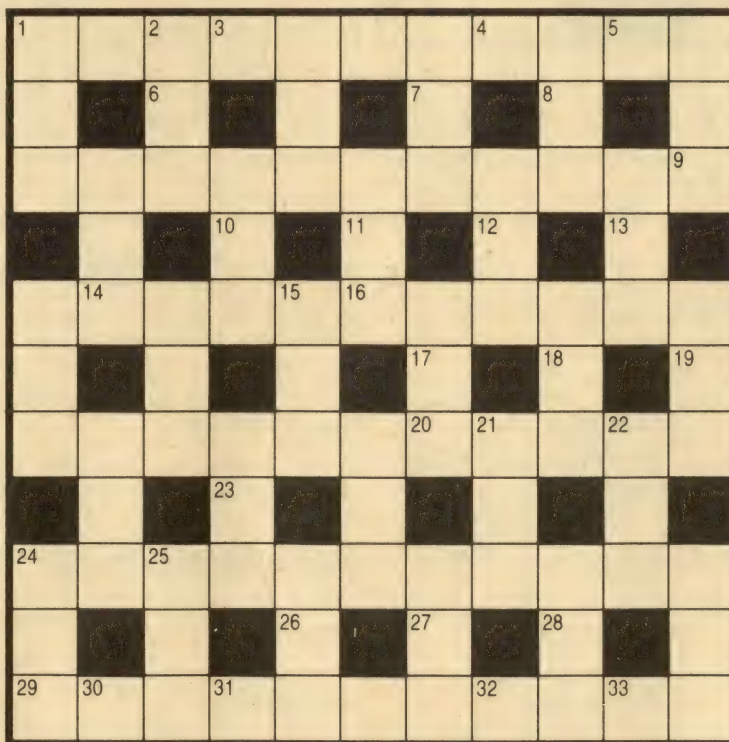
## Pathfinder ★★

by Scott Marley

You'll need to think straight to find your way through this twisty crossword. Most answers take a winding path through the grid, making one or more right-angle turns. (A few answers make no turns.) The letter after each clue number indi-

cates the answer's starting direction: north, south, east, or west; and the number in parentheses after the clue indicates the length of the answer. Each letter in the completed grid will appear in exactly two words—no more, no less.

Answer Drawer, page 63



### CLUES

- 1E Strongbox feature (4)
- 2W Men's perfume (7)
- 3E Neglectful (3)
- 4E Unfairness (10)
- 5W The "U" in USSR (5)
- 6S Japanese robe (6)
- 7N Relating to a musical key (5)

- 8S March 21 or September 23 (7)
- 9N Hindu teacher (4)
- 10S Friendly nation (4)
- 11S Printing process (6)
- 12N Diamonds, e.g. (4)
- 12S \_\_\_\_ on thin ice (5)
- 13N Foretell (5)
- 14W Archer's goal (6)
- 15W Pink bird (8)
- 16E Envelope part (4)

- 17N Acid's counterpart (6)
- 18S Small duck (4)
- 19S Use a keyboard (4)
- 20W Prehistoric flying reptile (11)
- 21S "The works" (3)
- 22S Irritable (7)
- 23N They beat kings (4)
- 24S Old-fashioned oath (4)
- 25E Object of devotion (4)

- 26S Clark's companion (5)
- 27N Had on, as clothes (4)
- 28S Florida's keys, e.g. (5)
- 29N Actor's negotiator (5)
- 30E Break up into particles (12)
- 31E Movie monsters (10)
- 32W That woman (3)
- 33E To a smaller extent (4)



# Sleigh Ride ★

by Edith Rudy

## A Winter's Word Search

Winter reminds us of skiing, sledding, snowball fights, and 33 other things hidden in the sleigh below (not all of which start with the letter S). How many can you find? Answers, as al-

ways, read in a straight line horizontally, vertically, or diagonally.

Answer Drawer, page 60

```

I
T G
S N N O
D I S A N D
E R N D D T S F F U M R A E S
E O O S S T I R E C H A I N S H
V W O O L S O C K S L C E O N E
I D W W E E O S T S E V N W O D
H R E O G V I E N S R P S B R S
S I R S N W E G K E A H E A T E R
F I P A R K A H C E E Z L H V D
T F D W F T R G R O Z M L W O E N
S T O O I E N N D I F E F I L R L U G I N G A O C O C T O H O
M G N I I K S L E D D I N G B O E L I B O M W O N S R W O I S
P G S K A S B T E R E G D N G N I N A G G O B O T A K S C S D
O C H C M T H K O
R O T Z R H O E I
V T A G E O E E Y
D E S E E G D N A X O F I T Y R E T T A B D A E D H H R U D S
I C I C L E S O N D E R O A S T I N G C H E S T N U T S Y
    
```

BLIZZARD	HEATER	RED NOSE	SNOWBALL FIGHT
BOOTS	HOCKEY	ROASTING CHESTNUTS	SNOWDRIFTS
DEAD BATTERY	HOT COCOA	SCARF	SNOWMOBILE
DOWN VEST	ICE-SKATING	SHIVERING	SNOWSHOES
EARMUFFS	ICICLES	SKIING	STOCKING CAP
FIREWOOD	LUGING	SLEDDING	THERMAL UNDERWEAR
FOX AND GEESE	MITTENS	SLEIGH RIDE	TIRE CHAINS
FUR COAT	NORTH WIND	SNEEZE	TOBOGGANING
GLOVES	PARKA	SNOW ANGELS	WOOL SOCKS



# Land Sakes! ★

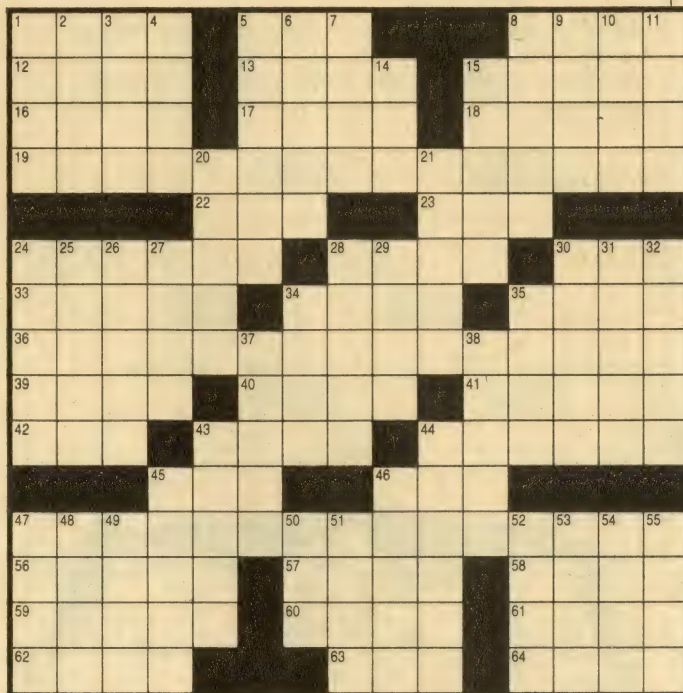
by Trip Payne

## ACROSS

- 1 *The Man in the \_\_\_\_\_ Flannel Suit*
- 5 Name, as a knight
- 8 Put into storage
- 12 1948 Hitchcock thriller
- 13 Heroic poetry
- 15 Backbone
- 16 Aid in crime
- 17 Head: Fr.
- 18 Employed
- 19 Small, bald dog: 2 wds.
- 22 Banish
- 23 The same ol' thing
- 24 Spanky, Buckwheat, or Alfalfa
- 28 Dull-colored
- 30 "Ready, \_\_\_\_\_, go!"
- 33 Eight-man band
- 34 Slow \_\_\_\_\_ to China
- 35 Lord
- 36 Board game with marbles: 2 wds.
- 39 Clark \_\_\_\_\_ (Superman)
- 40 Squirrels' favorite trees?
- 41 Metal pin
- 42 Concorde, e.g.
- 43 Mink coats
- 44 Two-legged creatures
- 45 Overhead trains
- 46 Elvis's "\_\_\_\_\_ You Lonesome Tonight?"
- 47 Salad topping: 2 wds.
- 56 Stand up
- 57 "\_\_\_\_\_ maids all in \_\_\_\_\_": 2 wds.
- 58 Norse god of war
- 59 Powerful winds
- 60 Bottom layer, as of paint
- 61 Forearm bone
- 62 Fraternal members
- 63 One of the Kennedys
- 64 \_\_\_\_\_ moss (gardener's aid)
- 7 This *and* that
- 8 "Don't cry over \_\_\_\_\_ milk"
- 9 Spare or flat item
- 10 Singletons
- 11 Ties the knot
- 14 \_\_\_\_\_ of Galilee
- 15 Bush
- 20 Packing box
- 21 Hopping mad
- 24 Plymouth and Gibraltar, e.g.
- 25 Throbbing pains
- 26 Be frugal
- 27 Penny
- 28 Pulls into harbor
- 29 Cheerleaders' cries
- 30 Kitchen strainer
- 31 Made a booboo
- 32 Midterms, e.g.
- 34 Smokey the \_\_\_\_\_
- 35 "\_\_\_\_\_ to my Lou . . ." (song lyric)
- 37 "The March King"
- 38 Weeps
- 43 Balls hit to the outfield
- 44 Made beer
- 45 Snaky curves
- 46 "\_\_\_\_\_ by any other name. . .": 2 wds.

## DOWN

- 1 Tiny weight
- 2 Choir attire
- 3 Summit
- 4 Abominable Snowman
- 5 Minute fact
- 6 Overturn



Answer Drawer, page 61

- 47 Blind fury
- 48 Soviet mountain range
- 49 Tie fabric
- 50 Catch red-handed
- 51 Mild oath
- 52 From \_\_\_\_\_ to nuts
- 53 Not occupied
- 54 Companion of the *Santa Maria*
- 55 Pesky insect

# Them's the Breaks ★

by Andrea Carla Michaels

If an "Emotional collapse" is a NERVOUS BREAKDOWN, and "Neither win nor lose" is BREAK EVEN, what words, names, or phrases are suggested by the following 18 clues?

Answer Drawer, page 64

1. Work pause at the office \_\_\_\_\_
2. "Good luck!" to an actor \_\_\_\_\_
3. Lightweight jacket \_\_\_\_\_
4. Win big at the casino \_\_\_\_\_
5. Hard, round candy \_\_\_\_\_
6. Athletic street performers \_\_\_\_\_
7. Nell Carter's TV sitcom \_\_\_\_\_
8. Picket line crosser \_\_\_\_\_
9. Dawn \_\_\_\_\_
10. 1979 bike racing movie \_\_\_\_\_
11. Conversation starter \_\_\_\_\_
12. Dangerously fast \_\_\_\_\_
13. TV ad period \_\_\_\_\_
14. Neil Sedaka hit song \_\_\_\_\_
15. Burglary \_\_\_\_\_
16. Toilet-train a pet \_\_\_\_\_
17. Epidemic \_\_\_\_\_
18. Elvis's "new place to dwell" \_\_\_\_\_





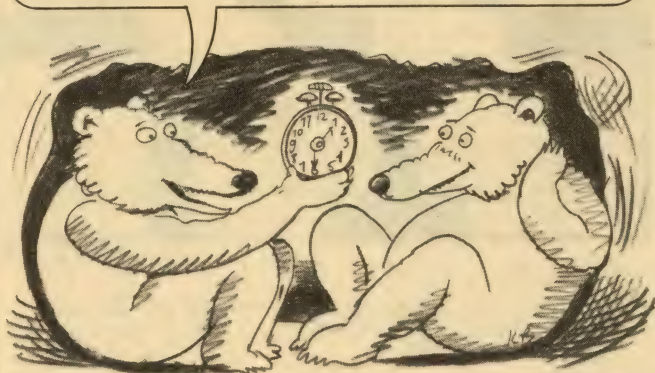
Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—that have been translated into simple code alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher

to the next, and the level of difficulty increases as you progress. An asterisk (\*) indicates a proper noun.

Clues are given at the bottom of the page to provide assistance if you need it. *Answer Drawer, page 62*

## 1. CRYPTOON

BKU VFOV Y'GX WKV VFYJ  
JBKKIX OPOEA, UX QOB JPXXZ  
SBVYP \*AOEQF OBM MKIX  
KLL OWOYB VYPP \*OZEYP!



## 2. 'T WAS NOTHING

BYN KUNLBNVB GMNLVHUN W  
DXCS WV BC PC L KCCP  
LTBWCX QA VBNLMBY LXP  
YLON WB ZCHXP CHB QA  
LTTWPNXB. —\*EYLUMNV \*MLFQ.

## 3. SOUR NOTE

CROWN KHYME CRBEPB KPLW  
GY DRWMEPY MGHYWPO  
BWOHMD CRBMGOCZYW WGYP  
TN TPRYF GHW GL "BNYME."

## 4. RIGHT ON TRACK

HLKBX UHXDRHNJ  
JLGYRHNHNLC QWNCBV  
DUKWRD PWRUHX HL HWKR  
VYLWHVGUC UCT VLKW  
BWUYRV ZWLG QUT DLVRW.

## 5. SEEING THINGS

LOWVLULUV NWUYNHJ  
NLVHPST LU QBLYD YHOHJHT  
YJFHR LT JLDSJLSP QBWU  
LU GLTMC YLPPHT QCMS.

## 6. COLORFUL

KHLUULBFW RLHVGCHXM  
TLMYUBP ULDZWM JY MXP  
GZLUV ZCULTBP RBSLULVM  
DBNV BGVT BW KUBNLFD  
ZJVM.

## 7. NO ONE-CENT SALES

LFEDCN OUWUUY CSBCPL  
NUBOUJ XZYQLVB OCWUYYL  
EOMLND B XZYNJUBLP HYEK  
NUKLR NUYUQUS.

### TIPS AND CLUES

**Cipher 1:** A four-letter word that starts and ends with the same letter is often THAT.

**Cipher 2:** The one-letter words are I and A respectively.

**Cipher 3:** Ciphertext pattern GHW GL, with a low-frequency L, might be OUT OF. Try it.

**Cipher 4:** The third word ends in the common suffix -ION.

**Cipher 5:** Only one common word fits ciphertext pattern LOWVLULUV. Hint: L = I.

**Cipher 6:** Four words here end in ciphertext M. Try an S.

**Cipher 7:** Ciphertext U, appearing 11 times, is a fooler. It does not represent the commonest English letter, E. Bonus hint: Ciphertext C, E, L, and Z are all vowels.



# Deep Freeze ★★

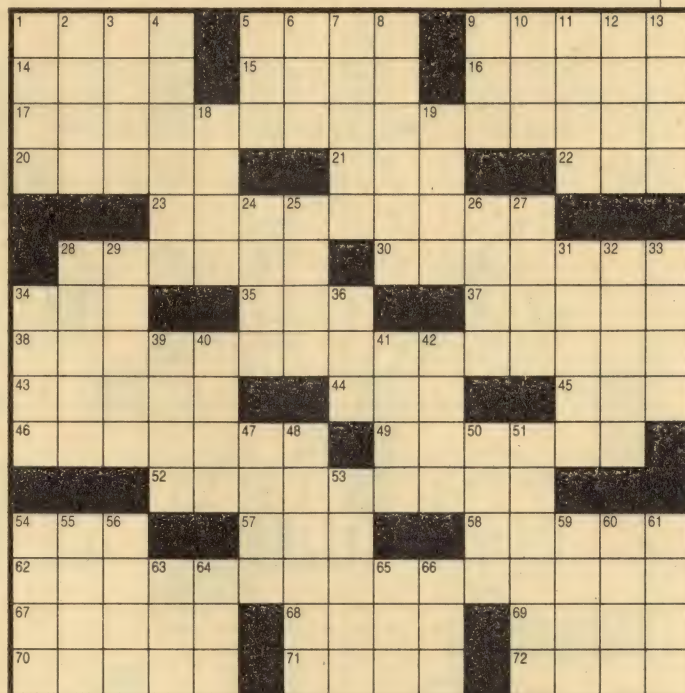
by Charlotte Shore

## ACROSS

- 1 Jokers
- 5 Punch ingredient?
- 9 Suspect's excuse
- 14 Sailing
- 15 Belmont event
- 16 Bolshevik leader
- 17 Hepburn-O'Toole film of 1968: 4 wds.
- 20 Semesters
- 21 Supporting
- 22 United
- 23 Running a risk: 3 wds.
- 28 Elmer \_\_\_\_ (Burt Lancaster film)
- 30 Begin a task: 2 wds.
- 34 Plant seeds
- 35 Cockney wish
- 37 Trombone part
- 38 Was kept waiting: 3 wds.
- 43 \_\_\_\_ as a beet: 2 wds.
- 44 Greek vowel
- 45 Convened
- 46 Uses cents-off coupons
- 49 Turning points
- 52 Fairy tale beauty: 2 wds.
- 54 Wham!
- 57 Paddle's kin
- 58 Alleviates
- 62 Exclamation from Long John Silver: 3 wds.
- 67 Temptress
- 68 Baseball stadium
- 69 Highway ramp
- 70 Trifled (with)
- 71 Terrier type
- 72 Gives the once over
- 12 "Tres \_\_\_\_ , merci"
- 13 As to: 2 wds.
- 18 "\_\_\_\_ she lovely?"
- 19 Court order
- 24 Walked heavily
- 25 Doc's needle, for short
- 26 "\_\_\_\_ or charge?"
- 27 Author Gardner
- 28 Silly one
- 29 "\_\_\_\_ to the wise ...": 2 wds.
- 31 1963 hit "\_\_\_\_ Kangaroo Down, Sport": 2 wds.
- 32 Loafs
- 33 Lair
- 34 War reminder
- 36 Opposite of WSW
- 39 Dregs
- 40 Utopia
- 41 Do a woodcut
- 42 Indian gown
- 47 Othello, for one
- 48 Marshes
- 50 News article
- 51 Naval builder

## DOWN

- 1 Lightbulb unit
- 2 Tennis star
- 3 Will, of *The Waltons*
- 4 Lox source
- 5 To's counterpart
- 6 Author Fleming
- 7 Some escapist reading
- 8 Mortise fittings
- 9 "The Greatest"
- 10 Mystery author
- 11 Division
- 12 Lightbulb unit
- 13 Tennis star
- 14 Will, of *The Waltons*
- 15 Lox source
- 16 To's counterpart
- 17 Author Fleming
- 18 Some escapist reading
- 19 Mortise fittings
- 20 "The Greatest"
- 21 Mystery author
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- 56 Lightbulb unit
- 57 Tennis star
- 58 Will, of *The Waltons*
- 59 Lox source
- 60 To's counterpart
- 61 Author Fleming
- 62 Some escapist reading
- 63 Mortise fittings
- 64 "The Greatest"
- 65 Mystery author
- 66 Division



Answer Drawer, page 64

- 53 Cause, as havoc
- 54 "Hey, you!"
- 55 Buckeye's home
- 56 Sinewy
- 59 Risqué
- 60 Spooky lake?
- 61 Fast flyers
- 63 Victory sign
- 64 Finale
- 65 Attempt
- 66 Presidential nickname

# 4 KG Solvers ★★

by Douglas Wichelt

Answer the 16 clues below with words that phonetically combine the numbers and letters in the "Components" box. For example, given the clue "Four score," you'd combine an A and a T to make AT ("eighty"), while the clue "Make

amends" would lead to XP8 ("expiate"). Answers may consist of two or more letters, numbers, or a combination of the two. Each component will be used exactly once, so you may cross off the parts as you proceed. R U ready?

Answer Drawer, page 60

## COMPONENTS

2 2 4 4 6 8 9 9 A B C C D D E I K K  
L M N N N P Q S S T T T V V V X X Z

1. Simple \_\_\_\_\_
2. Wall-climbing plant \_\_\_\_\_
3. Of dogs \_\_\_\_\_
4. Indian's home \_\_\_\_\_
5. Ballerina's garb \_\_\_\_\_
6. School theme paper \_\_\_\_\_
7. Go off course \_\_\_\_\_
8. Feel jealous of \_\_\_\_\_
9. Become rotten \_\_\_\_\_
10. Good-natured \_\_\_\_\_
11. Gas gauge reading \_\_\_\_\_
12. Overabundance \_\_\_\_\_
13. Charmingly pretty girl \_\_\_\_\_
14. Predict the future \_\_\_\_\_
15. Ambassador's title \_\_\_\_\_
16. Study of debating \_\_\_\_\_



## 3-D Logic Teasers

It all depends on your perspective. Or your sense of it. Each of the six wood blocks pictured at an angle in the left column is followed by four pairs of figures (labeled A–D) purporting to

show its front and side views, respectively. Only one of the pairs, however, is correct. Can you get an angle on which one?

*Answer Drawer, page 63*

1.	
2.	
3.	
4.	
5.	
6.	
7.	

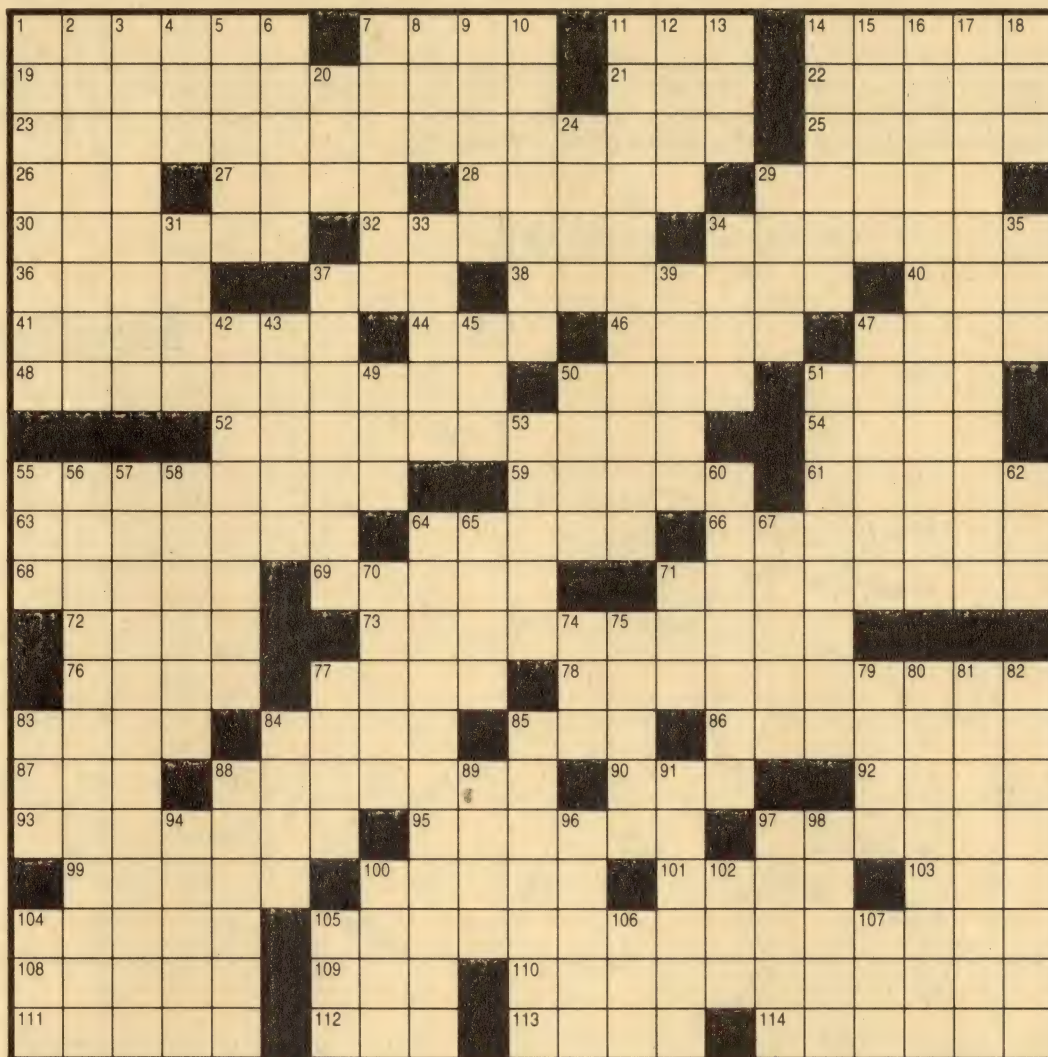


# Auto-Suggestion ★★★

by Merl Reagle

## ACROSS

- 1 "And miles to go before \_\_\_\_": Frost
- 7 GI's station
- 11 Haggard's Ayesha
- 14 Misses the mark
- 19 Caught sight of a Mercury?
- 21 Arcadian piper
- 22 Edison's Park
- 23 Arrived at a Honda?
- 25 Misanthropist, e.g.
- 26 Actress Blyth
- 27 Just manages (with "out")
- 28 Coquette
- 29 Preamble start
- 30 Ugly ducklings of the '50s
- 32 Hooky player
- 34 Cowboy Tony
- 36 Pride member
- 37 How the Sacramento R. flows
- 38 MENSA concern
- 40 Train line: Abbr.
- 41 Worthless
- 44 Collision sound
- 46 Minotaur's home
- 47 Where *pescados* swim
- 48 Pvt. Bailey's boss
- 50 Laid-back pace
- 51 Rock group of "Whip It" fame
- 52 Honda owner's feeling?
- 54 "Look what \_\_\_\_!"



Answer Drawer, page 64

- 55 Thrown into tumult
- 59 *Sayonara* Oscar-winner Miyoshi
- 61 Beginning science course
- 63 *Guys and Dolls* composer
- 64 Prophetess
- 66 Kind of pass
- 68 Spirogyra, e.g.
- 69 Seven's prefix
- 71 Ephemerides
- 72 Shakespearean plotter
- 73 Prepare to fix a VW's flat?
- 76 Staff reference
- 77 First name in Poland
- 78 Falls from use
- 83 Fly catchers
- 84 Ancient or modern weapon?
- 85 Boxing org.

- 86 Heisted twice
- 87 Itty-bitty
- 88 Annual 500 site
- 90 24-hr. news network
- 92 Author Kingsley
- 93 Duncan of dance
- 95 Sequel, titularly
- 97 Mother superior
- 99 Colleague
- 100 Catcher-turned-manager
- 101 Italian news agency
- 103 24 *horas*
- 104 \_\_\_\_ of vantage (favorable position)
- 105 Chevy owner's chore?
- 108 Palmer, to pals
- 109 According to
- 110 Dodge for Christmas?
- 111 Important deeds: Abbr.

- 112 "Indeedy!"
- 113 Runner Jim
- 114 Forsyth's *The \_\_\_\_ File*

## DOWN

- 1 Kibbutzniks
- 2 Outgo
- 3 Gives for a while
- 4 Series finale
- 5 She married Bobby K.
- 6 Looks too soon
- 7 Wind wallops
- 8 Writer Rand
- 9 Total muddle
- 10 Cry
- 11 Auto showroom specimen
- 12 Prominent Democrat, 1984
- 13 Adjourn
- 14 Arriver's words
- 15 Adjustable car parts

- 16 Site of a Buick owner's ski-rack?
- 17 "What kind of a Cadillac is that, bub?"
- 18 Backing
- 20 White House monogram
- 24 *Deux et trois*
- 29 Abraded
- 31 Tolkien beings
- 33 Renaissance fiddle
- 34 Nod off
- 35 Cobb and Hardin
- 37 Trays
- 39 *R.U.R.* author
- 42 "\_\_\_\_ Fire, Break Glass"
- 43 France's longest river
- 45 Mt. Leone, e.g.
- 47 "The Little \_\_\_\_"
- 49 Prince, in *Purple Rain* (with "the")

- 50 Like rickeys
- 51 Gives orders
- 53 Cube creator
- 55 The gums
- 56 Protect a Ford?
- 57 Little ball for a Buick?
- 58 Certain Sioux
- 60 Having a poor pedigree
- 62 They, in Marseilles
- 64 *Star Wars* et al.
- 65 Hankering
- 67 "I'd walk \_\_\_\_ . . ."
- 70 Emergency button, of a sort
- 71 Not present: Abbr.
- 74 Carl Reiner's son
- 75 Old calculators
- 77 \_\_\_\_ hand on (touch)
- 79 Sudden pain
- 80 Many half-hour TV shows

- 81 Speech drop-outs
- 82 Sixty, to Sophia
- 83 "The Great War," for short
- 84 "Queen of Scots"
- 85 *The Road \_\_\_\_* (1982 movie)
- 88 English poet John and others
- 89 Pusher catcher
- 91 B vitamin
- 94 Calf, to a cowboy
- 96 "Well, \_\_\_\_ hide!"
- 97 Jetson dog
- 98 Sounded like a ewe
- 100 Barn bundle
- 102 Flask helping
- 104 Engine part
- 105 Kind of dirt or TV
- 106 Crossword beast
- 107 Philosopher Lao- \_\_\_\_



# Connect-the-Quotes ★★

Connect-the-dots puzzles are not known for being a thinking person's game, but here's a twist that may surprise you. Beginning and ending at the underlined letters in each of these puzzles, trace a quotation by a famous person followed by

that person's name. If you make the right connections, the result will be a caricature of the celebrity quoted. Tip: At least two of the quotations are likely to be familiar.

*Answer Drawer, page 60*

**1.** Start at the A and end at the E.

**2.** Start at the P and end at the R.







# Name Culling ★★★

by Jules Roth

The answer to each of these 12 puzzles is the name of a well-known person, past or present. Solving is as easy (or as hard) as 1-2-3. First, think of a word that can follow the word on the left to complete a compound word or common two-word phrase, and write it in the first blank. Next, think of a word that can *precede* the word on the right to complete a

compound word or common two-word phrase, and write it in the second blank. Now, to come up with the final answer, think of a person whose first name contains the lefthand word and whose last name contains the righthand word. In the example, the words PIE and RUDE complete HUMBLE PIE and RUDE AWAKENING, leading to the name PIERRE TRUDEAU.

Answer Drawer, page 64

Ex. HUMBLE

PIERRE

TRUDEAU

AWAKENING

1. SINGLES

2. NATIVE

3. BRAZIL

4. LIGHTNING

5. TOTEM

6. LION'S

7. DRIFT

8. VESTAL

9. BULLETPROOF

10. BONA

11. HORNET'S

12. WEATHER

EGO

WISHER

BOTTOM

MARSHAL

VOYAGE

WEDNESDAY

ABOARD

GATHERING

TALES

IRON

LIVES

ROBBER

# Cross Anagram ★★

by Will Shortz

Here's a puzzle for anagram fanciers. With the help of the letters in the grids, answer the clues to discover six pairs of six-letter anagrams. Each answer in grid A has the same let-

ters, rearranged, as the answer on the same line in grid B. (Answers read across only, not down.)

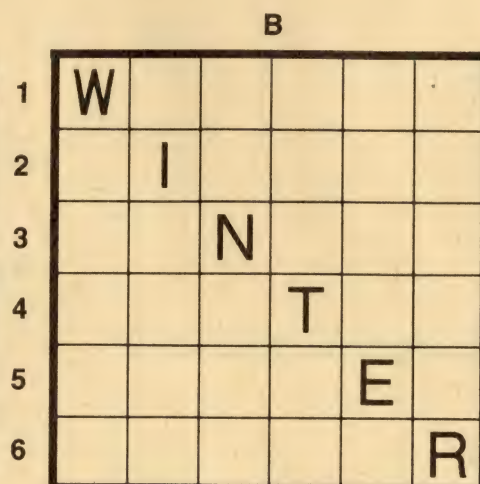
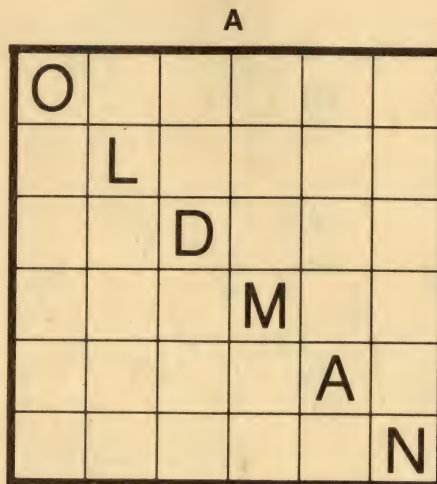
Answer Drawer, page 62

## CLUES "A"

- 1 \_\_\_ manual (auto aid)
- 2 Religious official
- 3 Exclamation of agreement
- 4 Comic book hero
- 5 Turn out of office
- 6 Synthetic fabric

## CLUES "B"

- 1 Deteriorate
- 2 Arctic \_\_\_
- 3 Said it wasn't so
- 4 Smallish breed of chicken
- 5 Author Jane, of *Pride and Prejudice*
- 6 Honesty





# Cryptic Crossword ★★★

by Scott Marley

The Warm-Up Puzzle at right contains all the basic types of clues you're apt to encounter in a cryptic crossword. Like all cryptic clues, each contains two parts: a direct or indirect definition of the answer and a second description of the answer through wordplay. The first step in solving a cryptic clue, and a great part of the fun, is to determine the dividing point between the parts. Consider some examples:

"Nametag is wrong color (7)." This is an example of an anagram clue. The words "is wrong" suggest jumbling the letters of the preceding word, NAMETAG, to get the answer, MARGENTA (defined as "color"). An anagram clue always contains a word or phrase (like "crazy," "reorganized," or "in a heap") that suggests mixing or poor condition.

"Move back and forth on a cart (5)." Here you must join two short words to form the answer: WAG ("move back and forth") and ON, given directly, yielding WAGON ("a cart"). This is an example of a charade clue.

"Driver, if young, has to give proof (6)." The answer, VERIFY ("to give proof"), is literally found in the letters of "DRIVER IF young." The word "has" suggests that the preceding phrase holds the answer word. This is an example of a hidden word.

"Fawn returned for grass (4)." The answer, REED ("grass"), is the word DEER ("fawn") reading backward. The word "returned" suggests the reversal. Other reversal clues may be signaled by words like "flipped," "the wrong way," or—for a Down clue—"up."

More hints on clue-solving have appeared in previous issues. If you are new to cryptic crosswords, start with the Warm-Up Puzzle at right and refer to the Answer Drawer for explanations.

## Warm-Up Puzzle for New Solvers ★

With detailed explanation in Answer Drawer, page 64

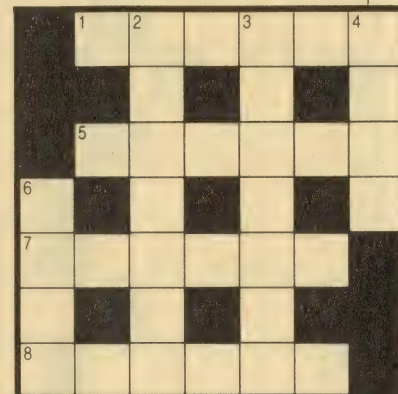
by Emily Cox and Henry Rathvon

### ACROSS

- 1 Returning students make a mistake (4,2) *reversal*
- 5 Look—Ms. Derek in a pavilion (6) *charade*
- 7 Paler cashiers, for the most part (6) *hidden word*
- 8 Elf upset priest (6) *anagram*

### DOWN

- 2 Lear is holding the shoe material (7) *container*
- 3 Here is a gift (7) *second definition*
- 4 Lowly laborer cut end off flower (4) *curtailment*
- 6 Audibly elevate beams (4) *homophone*

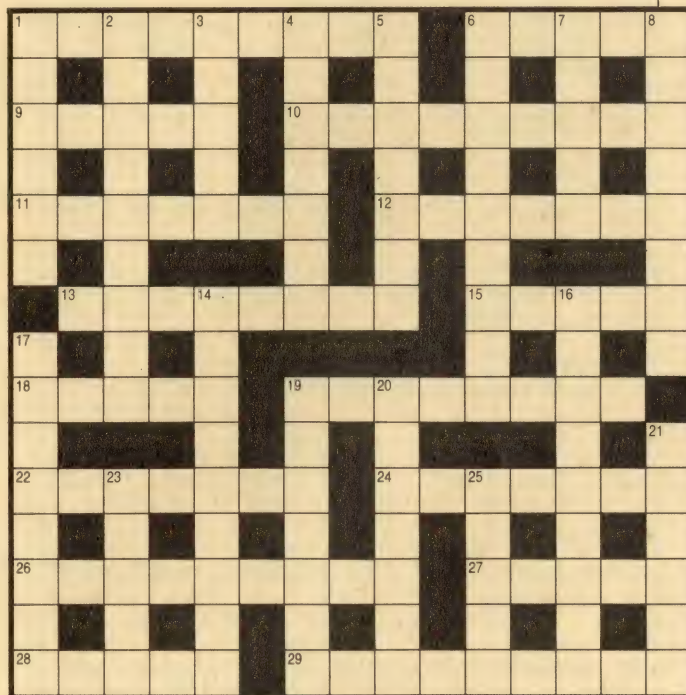


### ACROSS

- 1 Old-time prospector is quiet about our Mr. Henning (9)
- 6 More than one die from east, eaten by young lions (5)
- 9 Recite the letters in "hex" (5)
- 10 Readjust back burner (9)
- 11 Cocktail making Arthur wear short skirt (7)
- 12 Frolic about each harbor (7)
- 13 Bristled end of stirrer plunged into scotch (8)
- 15 Parrot behind doctor's curtain (5)
- 18 Center of fraud: item to investigate (5)
- 19 Curiously parental, like a father (8)
- 22 Whirlwind causing ragged confusion (7)
- 24 Part of chair has to stop pinching Mom's rear (7)
- 26 Caution about beginning of early fatigue (9)
- 27 Provoke interest with glimpse, you might say (5)
- 28 Bombed enemy in Middle Eastern land (5)
- 29 Tragic conclusion is awfully trite, in turn (6,3)

### DOWN

- 1 See nearly identical seed (6)
- 2 Found inside you, near the diaphragm (9)
- 3 Headed north, with a greeting, for Indian city (5)
- 4 Lift, making horseshoe flatter (7)
- 5 Gossip turning a shy ear (7)
- 6 Adorn rice mixture with herb (9)
- 7 Outlaw getting Josephine's instrument (5)
- 8 A pet ewe's chewed up a flower (5,3)
- 14 Changed into a suit for job (9)
- 16 Be a square, altering intricate design (9)
- 17 Person who's abandoned at a YWCA's miserable (8)
- 19 Lead around dog with words of guidance (7)
- 20 Quality about north-south conveyance (7)
- 21 See at 10 Down (6)
- 23 Actual leader of Moslem kingdom (5)
- 25 Man holding pepper tree (5)



Answer Drawer, page 62

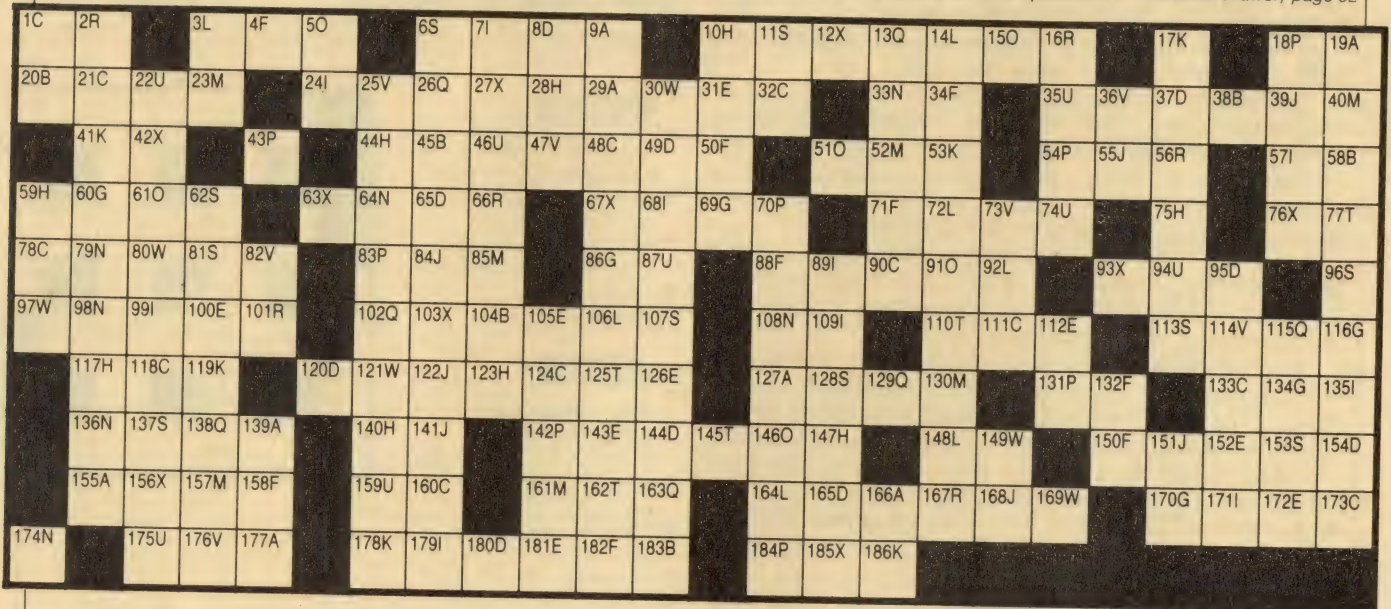


# Double Cross ★★

by Michael Ashley

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the author's name and the source of the quotation. Answer Drawer, page 62



A. Georgia footballers 155 177 29 139 9 19 166 127

B. Indolent 20 38 45 58 104 183

C. Significant scientific advance 133 124 173 1 21 48 118 32 160  
90 78 111

D. Seat of higher learning 165 8 65 120 49 180 144 37 95 154

E. Consider, as an idea 31 100 105 112 152 172 143 181 126

F. Burgess novel/ Kubrick film A \_\_\_\_ Orange 150 4 34 88 158 71 132 50 182

G. Part of a White Russian 60 69 86 116 134 170

H. Explain in greater detail 123 44 75 140 59 147 10 117 28

I. Disproof 57 68 171 99 179 7 135 24 89 109

J. French house 39 55 84 122 141 151 168

K. Bear witness 17 41 53 119 178 186

L. Nightcaps 148 3 164 92 72 106 14

M. Held a light conversation 157 40 52 85 161 23 130

N. With whom Hamlet discussed "poor Yorick" 79 98 174 64 33 136 108

O. Fit for consumption 146 5 61 51 91 15

P. Basil \_\_\_\_, Sherlock Holmes of film 18 43 54 70 83 184 131 142

Q. 1964 Lennon-McCartney song (3 wds.) 13 26 129 102 163 115 138

R. Signaled assent—or boredom! 2 167 101 16 56 66

S. Well-worn, as clothes 137 6 153 62 96 11 113 128 107 81

T. Dictator "Papa Doc's" domain 162 125 145 110 77

U. Vision 87 175 94 35 22 46 74 159

V. Author of *Ethan Frome* 36 47 114 82 73 176 25

W. Decayed 97 149 169 80 121 30

X. Sarajevo's country 67 185 93 42 63 76 156 12 27 103



# I'd Sooner Spooner ★★

by James Guester

The two columns of words below contain 20 pairs of antonyms (opposites) that have been spoonerized (that is, their initial consonant sounds have been interchanged). For example, BLIGHT and WHACK are the spoonerized form of WHITE and BLACK. Can you correctly match the other opposites?  
*Answer Drawer, page 63*

- |            |                |
|------------|----------------|
| 1. BLIGHT  | — BURST        |
| 2. COT     | — DRIP         |
| 3. DIVE    | — FAST         |
| 4. FEND    | — FEEL         |
| 5. FORCE   | — FENDER       |
| 6. HEART   | — FRO          |
| 7. HEIGHT  | — HOE          |
| 8. KEEN    | — HOLD         |
| 9. LIE     | — KINE         |
| 10. LUNAR  | — LED          |
| 11. MESS   | — LEVY         |
| 12. PALED  | — LORE         |
| 13. RAKE   | — MAIN         |
| 14. REEDY  | — MIND         |
| 15. SAD    | — NICHE        |
| 16. SLAT   | — POLE         |
| 17. STRESS | — SATYR        |
| 18. TORTE  | — SELL         |
| 19. WEST   | — SHAWL        |
| 20. WICK   | <u>1</u> WHACK |

## FOLD THIS PAGE

# The World's Most Ornery Crossword

by Mike Shenk

## Words to the Wise

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 39. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 38).

## Hard Clues ★★★

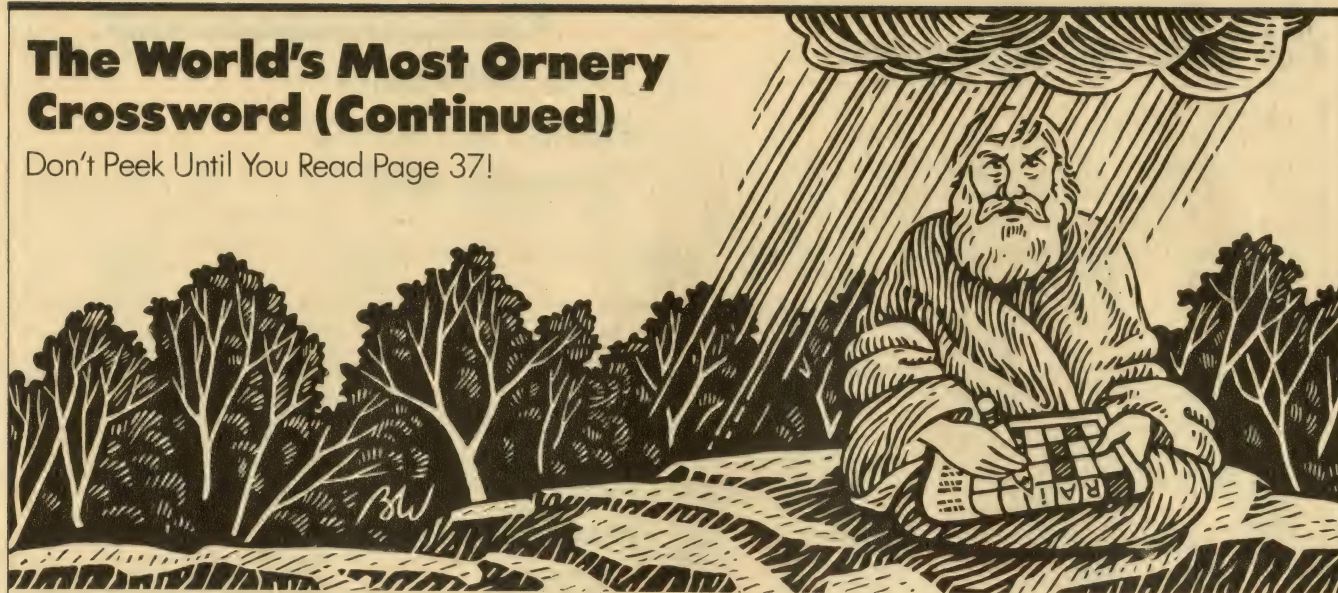
### ACROSS

- |                                     |                                    |  |
|-------------------------------------|------------------------------------|--|
| 1 Not fit for the elite             | 69 Where hot goods are bought?     | 132 Musically pleasant                             |
| 9 The whole crew                    | 71 Held                            | 133 Like a river's end                             |
| 17 Decorations for Hepburn's mantel | 73 Clear                           | 135 Diminutive                                     |
| 23 The murder weapon, often         | 75 Gallivant                       | 138 Obi-Wan, familiarly                            |
| 24 Go on another tack               | 76 Like some silk                  | 139 Folding art                                    |
| 25 Snafus                           | 78 Ginnie (government securities)  | 141 Old dollar bill                                |
| 27 Big Apple visitor's ride         | 79 Spa attraction                  | 145 Eye screens                                    |
| 29 Tops off the tank                | 80 Stop on                         | 146 Frontal  |
| 30 Marine predator                  | 81 Very                            | 147 Issues   |
| 31 Missive                          | 82 Succotash half                  | 148 Flock foolers                                  |
| 32 Cantina dishes                   | 83 Colonel                         | 149 Train whistle                                  |
| 34 "___ entertain you"              | Mustard's game                     | 150 Fun-pokers                                     |
| 35 Dosimeter units                  | 84 Parent's procrastinating answer |  |
| 37 He makes the snap                | 85 Rubbernecks                     | <b>DOWN</b>  |
| 40 Tale-telling Uncle               | 86 Wolf pack member                | 1 Has it coming                                    |
| 41 Isle on outdated maps            | 88 Swashbuckler event              | 2 Newsboy's cry                                    |
| 42 Half of some tickets             | 89 Astonished                      | 3 Light fantastic?                                 |
| 43 Stainless steel component        | 91 Q-tip, e.g.                     | 4 Smashed  |
| 45 Conniving coward                 | 92 Develop                         | 5 Filmmaker  |
| 47 Period, often                    | 94 General Israel                  | Gance  |
| 48 Bookplate words                  | 95 Otary                           | 6 Oscilloscope wave                                |
| 50 Computer key                     | 98 Alleviated                      | 7 "Ounce of prevention"                            |
| 52 Comb the wrong way               | 99 To boot                         | 8 The Trade Winds, at times                        |
| 53 Pupil's place                    | 100 Uraeus snake                   | 9 Flat   |
| 54 Cheesery product                 | 103 Import                         | 10 Theatrical clown                                |
| 55 Glorifies, in a way              | 104 Stock's docs                   | 11 Ford model                                      |
| 57 Accord                           | 105 Butt                           | 12 File feature                                    |
| 59 Uneager                          | 107 Badgers                        | 13 "I'm ___ of Very Little Brain": Winnie-the-Pooh |
| 61 Actor Novello                    | 108 Lothario                       | 14 Type of mathematical space                      |
| 62 Bull pen inhabitant              | 111 Sealing strips                 | 15 Brain covering                                  |
| 65 100 square meters                | 113 Morn precursors                | 16 Audio store purchases                           |
| 66 Wellington native                | 116 Basil's movie sidekick         | 17 Does in   |
| 67 Gives an edge                    | 118 Razor's namesake               | 18 "___ says ..."                                  |
|                                     | 119 Brahms offering                | 19 Chosen  |
|                                     | 120 Jackstone                      | 20 Strike site                                     |
|                                     | 121 Come through                   | 21 One who ignores brand names?                    |
|                                     | 123 Dates                          | 22 Trattoria treat                                 |
|                                     | 125 Bring up                       | 26 Shells out                                      |
|                                     | 126 Chemical relative              | 28 Open weave                                      |
|                                     | 128 Come to Colette                | 33 "i ___ bien!"                                   |
|                                     | 130 Air raid restriction           |  |
|                                     | 131 A bit of                       |  |



# The World's Most Ornery Crossword (Continued)

Don't Peek Until You Read Page 37!



## Easy Clues ★

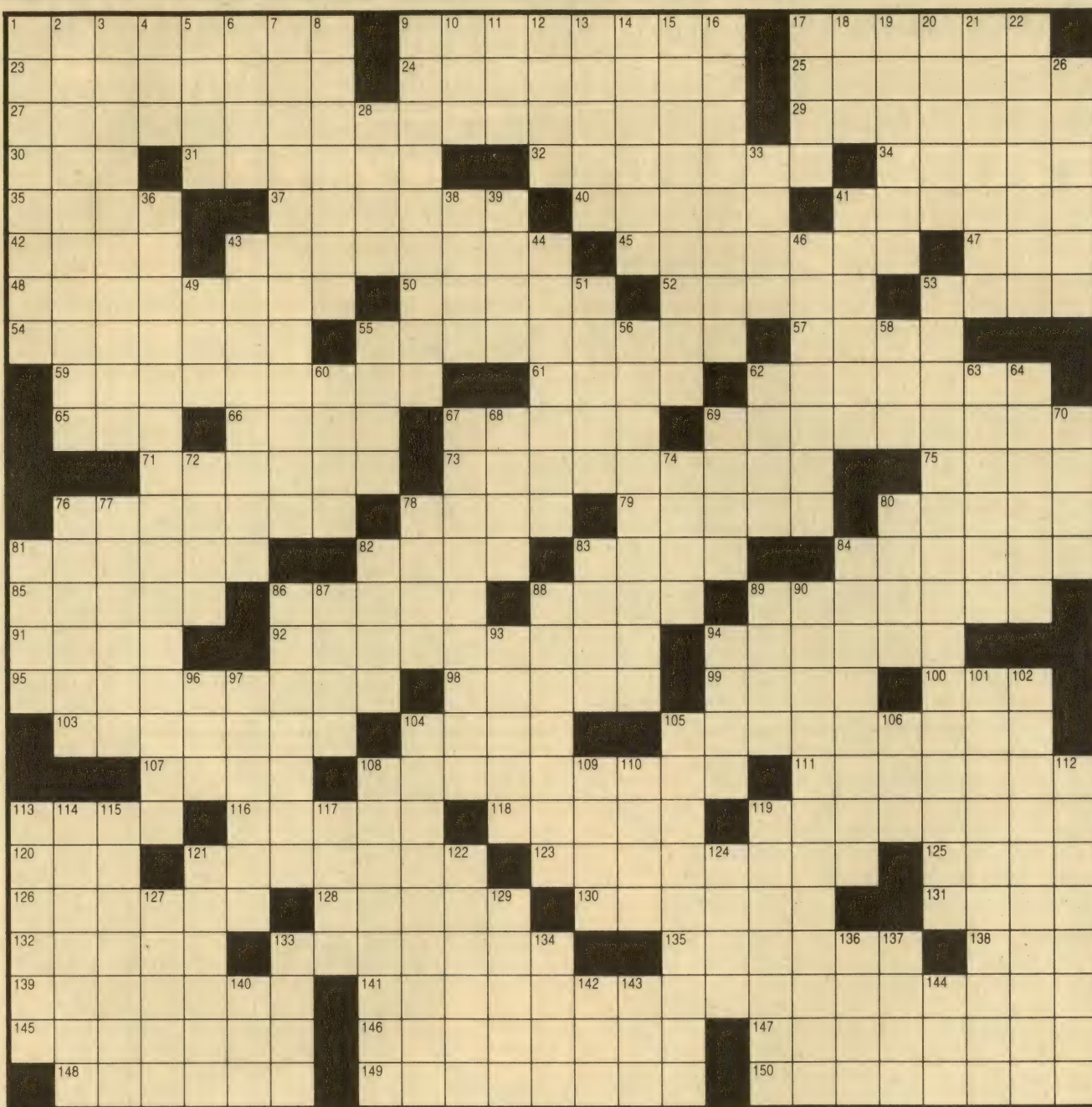
### ACROSS

- |                                      |   |                                      |   |                                      |  |
|--------------------------------------|---|--------------------------------------|---|--------------------------------------|--|
| 1 Of inferior status                 | 62 Lemonade-pouring vessel              | 111 Fastens the hatches              | 3 Fancy ceiling light                                   | 43 Earthen pots                      | 93 Paved terrace                             |
| 9 "___ on deck": 2 wds.              | 65 "___ you kidding?"                   | 113 Nights before                    | 4 Illuminated   | 44 Some sheep (IN MORSE anag.)       | 94 Ache                                      |
| 17 Film awards                       | 66 New Zealand bird                     | 116 Actor Bruce                      | 5 Cain's brother  | 46 Has high hopes                    | 96 Genetic stuff                             |
| 23 Courtroom evidence label: 2 wds.  | 67 Sharpens                             | 118 ___'s Razor (philosophical rule) | 6 Trig function   | 49 Thermal unit: Abbr.               | 97 Autograph giver                           |
| 24 Change direction, at sea: 2 wds.  | 69 Store events after blazes: 2 wds.    | 119 Orchestral piece                 | 7 "A ___ saves nine": 3 wds.                            | 51 Divided in two                    | 101 Masonry substructure (BEE TOASTER anag.) |
| 25 Confused states                   | 71 Judged                               | 120 Jacks piece (in AUDIBLE)         | 8 Spring holidays                                       | 53 "Don't worry about it": 3 wds.    | 102 Five-footed verse line                   |
| 27 Famed New York boat: 3 wds.       | 73 Relieve of blame                     | 121 "___ us from evil . . ."         | 9 Rented quarters                                       | 55 Arthurian lady                    | 104 Silent star Rudolph                      |
| 29 Sells out, as a theater: 2 wds.   | 75 Wander                               | 123 Removes: 2 wds.                  | 10 Of the moon: Abbr.                                   | 56 Punch in the schnozz result       | 105 French cheese                            |
| 30 Sea eagle                         | 76 "Fed" the flowers                    | 125 Hitchcock's ___ Window           | 11 British company abbr.                                | 58 Dosage units: Abbr.               | 106 And so on: Abbr.                         |
| 31 Alphabet unit                     | 78 Actress West et al.                  | 126 Chemical compound (MOIRES anag.) | 12 Tool handle  | 60 In reverent fear                  | 108 Aims (a gun) toward: 2 wds.              |
| 32 Mexican meat snacks               | 79 Wash-ups in the tub                  | 128 Come: Fr.                        | 13 "Fuzzy Wuzzy was ___": 2 wds.                        | 62 Essential part                    | 109 Large amount                             |
| 34 "___ call you sweetheart": 2 wds. | 80 "Brother, can you spare ___": 2 wds. | 130 Darkening during an air raid     | 14 Like some vector spaces (MODERN anag.)               | 63 Fictional girl at the Plaza Hotel | 110 Malagasy lemur (KIAM anag.)              |
| 35 Radiation units                   | 81 To a great extent                    | 131 A few                            | 15 Outermost brain membrane: 2 wds. (AT A MURDER anag.) | 64 Cleaned a pipe                    | 112 Tender condition                         |
| 37 Heart                             | 82 Toe ailment                          | 132 Of musical sound                 | 16 Stereo needles                                       | 67 Ornamental American vine          | 113 Newspaper worker                         |
| 40 Romulus's brother                 | 83 Detective's find                     | 133 Of a river's mouth               | 17 Light switch positions                               | 68 Yoked beasts                      | 114 Having a sunshade                        |
| 41 Sri Lanka's former name           | 84 "___ what I can do": 2 wds.          | 135 Small chicken                    | 18 Oneself: Fr. (ISO anag.)                             | 69 Destiny                           | 115 Hard, black rubber                       |
| 42 Prez's subordinate                | 85 Leers                                | 138 Actor Vereen                     | 19 Chose carefully                                      | 70 Captain Hook's helper             | 117 Make a present of                        |
| 43 Metallic element                  | 86 German sub                           | 139 Paper-folding art                | 20 Side street  | 72 Slippery fish                     | 119 Enumerated                               |
| 45 Cowardly villain                  | 88 Swordfight                           | 141 Old-time dollar: 2 wds.          | 21 Cattle thief   | 74 ___ Julia, of Nine                | 121 The "D" in FDR                           |
| 47 Conclusion                        | 89 Showing surprise                     | 145 Backs of the eyes                | 22 Italian ice cream treat                              | 76 Indian home                       | 122 Theater area (TAILOR anag.)              |
| 48 From the library of: Lat., 2 wds. | 91 Clean the deck                       | 146 Posterior's opposite             | 26 Uses up  | 77 Angrily staring                   | 124 Fly high                                 |
| 50 Come in                           | 92 Come to pass                         | 147 Emits                            | 28 Open weave (NOEL anag.)                              | 78 Sound of pain                     | 127 Legerdemain                              |
| 52 Harass                            | 94 Publisher G.P. (MAP NUT anag.)       | 148 Fake ducks                       | 33 "¿Como ___?"   | 80 Greek civic goddess (in AZALEAS)  | 129 Metal fastener                           |
| 53 Colorful flower                   | 95 Sea lion: 2 wds.                     | 149 "___, Tootsie, goodbye": 2 wds.  | 36 Gave away a secret: 3 wds.                           | 81 Garden watering aid               | 133 Goes out, as a fire                      |
| 54 British cheese                    | 98 Comforted                            | 150 They ridicule                    | 38 ___, zwei, drei                                      | 82 Anthracite                        | 134 Confirmed, as a check: Abbr.             |
| 55 Puts in a temple                  | 99 Too                                  |                                      | 39 Actress Gordon                                       | 83 Heal                              | 136 From a distance                          |
| 57 Treaty                            | 100 Cleopatra's snake                   |                                      | 41 Bring into being                                     | 84 Uninformed                        | 137 Short skirt                              |
| 59 Not very willing                  | 103 Definition, essentially             |                                      |   | 86 Tool                              | 140 Spring month                             |
| 61 Welsh actor Novello (in LIVORNO)  | 104 Ex-soldiers                         |                                      |   | 87 Be boastful                       | 142 Grande or Lobo                           |
|                                      | 105 Ashtray item                        |                                      |   | 88 Cut into pieces                   | 143 Dove's call                              |
|                                      | 107 Old horses                          |                                      |   | 89 Sofia's land: Abbr.               | 144 Ungentlemanly one                        |
|                                      | 108 Womanizer: 2 wds.                   |                                      |   | 90 "Well, at last!": 3 wds.          |  |

### DOWN

- 1 Merits  
2 "\_\_\_! Read all about it!": 2 wds.





Answer Drawer, page 62

## Hard Clues (cont'd)

- |                         |                            |                          |                           |                               |                                 |
|-------------------------|----------------------------|--------------------------|---------------------------|-------------------------------|---------------------------------|
| 36 Blabbed              | 60 Wonderingly stunned     | 77 Giving a hostile look | 90 "Finally!"             | 112 Post-scrimmage woe        | 129 Jeans strengthener          |
| 38 Half of <i>zwei</i>  | 62 Essence                 | 78 Lament                | 93 Cookout site           | 113 Newsroom boss             | 133 Toolmakers                  |
| 39 "The Bambino"        | 63 1955 Kay Thompson story | 80 Arcadian town         | 94 Nuisance               | 114 Like baseball caps        | 134 Check type: Abbr.           |
| 41 Be innovative        | 64 Used a pipe cleaner     | 81 Stockings             | 96 Watson-Crick topic     | 115 Hard rubber               | 136 Worshipper's place, perhaps |
| 43 Earthenware          | 67 Balloon vine            | 82 Shade of black        | 97 Hancock, e.g.          | 117 Be generous               | 137 Subcompact                  |
| 44 Spanish sheep        | 68 Gaurs and anoas         | 83 Pathologist's quest   | 101 Visible substructure  | 119 Took a census             | 140 Has permission              |
| 46 Has ambition         | 69 Kismet                  | 84 Know-nothing          | 102 It's often iambic     | 121 Sara —, FDR's mom         | 142 Sugar Loaf setting          |
| 49 Air conditioner unit | 70 Hook's helper           | 86 Ricer or dicer        | 104 <i>The Sheik</i> star | 122 Venetian attraction       | 143 Columbarium sound           |
| 51 Rent                 | 72 Sniggler's catches      | 87 Crow                  | 105 See 54-Across         | 124 Hang-glide                | 144 Bounder                     |
| 53 "So what?"           | 74 Actor Julia             | 88 Do Biology I work     | 106 And unnamed others    | 127 David Copperfield's field |                                 |
| 55 Writer Bagnold       | 76 Abnaki abode            | 89 Eur. nation           | 108 Aims toward           |                               |                                 |
| 56 Pugilist's problem   |                            |                          | 109 Slew                  |                               |                                 |
| 58 Rx units             |                            |                          | 110 Lemur                 |                               |                                 |



## A New Two-Player Strategy Game

**Equipment** Two pencils of different colors and the game grid below.

**Object** To score more points than your opponent by completing more four-piece shapes (as described under Scoring).

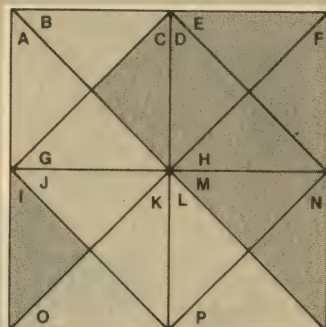
**Play** One player is chosen to go first; on his turn, he may color any single small triangle in the outer 12 squares of the grid. The second player then colors any triangle in the inner four squares. Thereafter players alternate turns, and may play anywhere in the grid. The game ends when the grid is completely colored in (or when neither player can score further).

**Scoring** Points are awarded for the following shapes, each made up of four triangles:

- ☒ Squares: 4 points each
- ▴ Triangles: 3 points each
- ▭ Rectangles: 2 points each
- ▯ Parallelograms: 1 point each

Two or more shapes may overlap; all of them are counted in the score. (See the example below.)

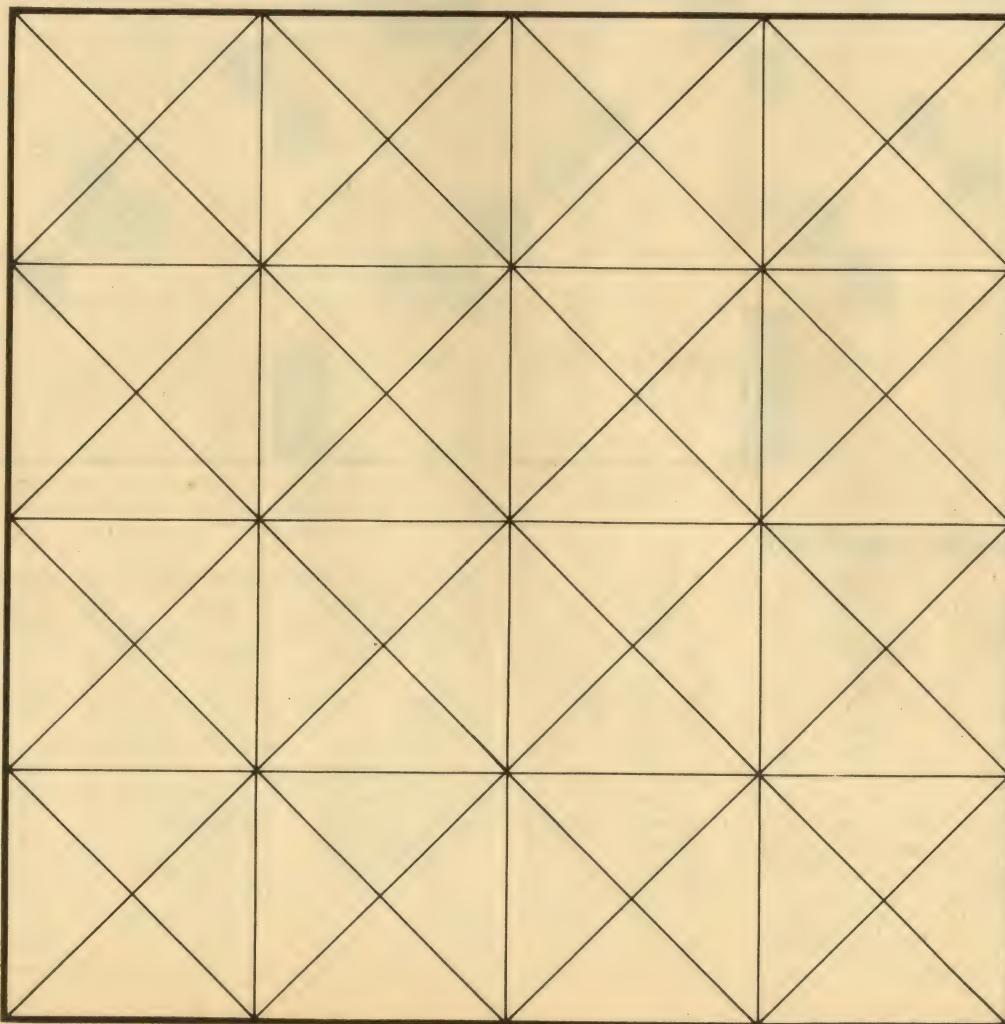
**Winning** When the board is completely filled in, players calculate their scores. The player with the higher total wins.



### Scoring Example

Two players ("Dark" and "Light") have finished a small game in the grid at left. Dark won with 10 points to Light's 7 points. Here's how each player's score was calculated (letters in parentheses indicate the small triangles used to form each shape):

<b>Light</b>	0 Squares	0 points
	1 Triangle (K-L-O-P)	3 points
	1 Rectangle (G-J-K-L)	2 points
	2 Parallelograms (A-G-J-K and J-K-L-P)	2 points
	<b>Total Score</b>	<b>7 points</b>
<b>Dark</b>	1 Square (D-E-F-H)	4 points
	1 Triangle (F-H-M-N)	3 points
	1 Rectangle (C-D-H-M)	2 points
	1 Parallelogram (D-H-M-N)	1 point
	<b>Total Score</b>	<b>10 points</b>





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# Beastly ☆☆ Beguilers

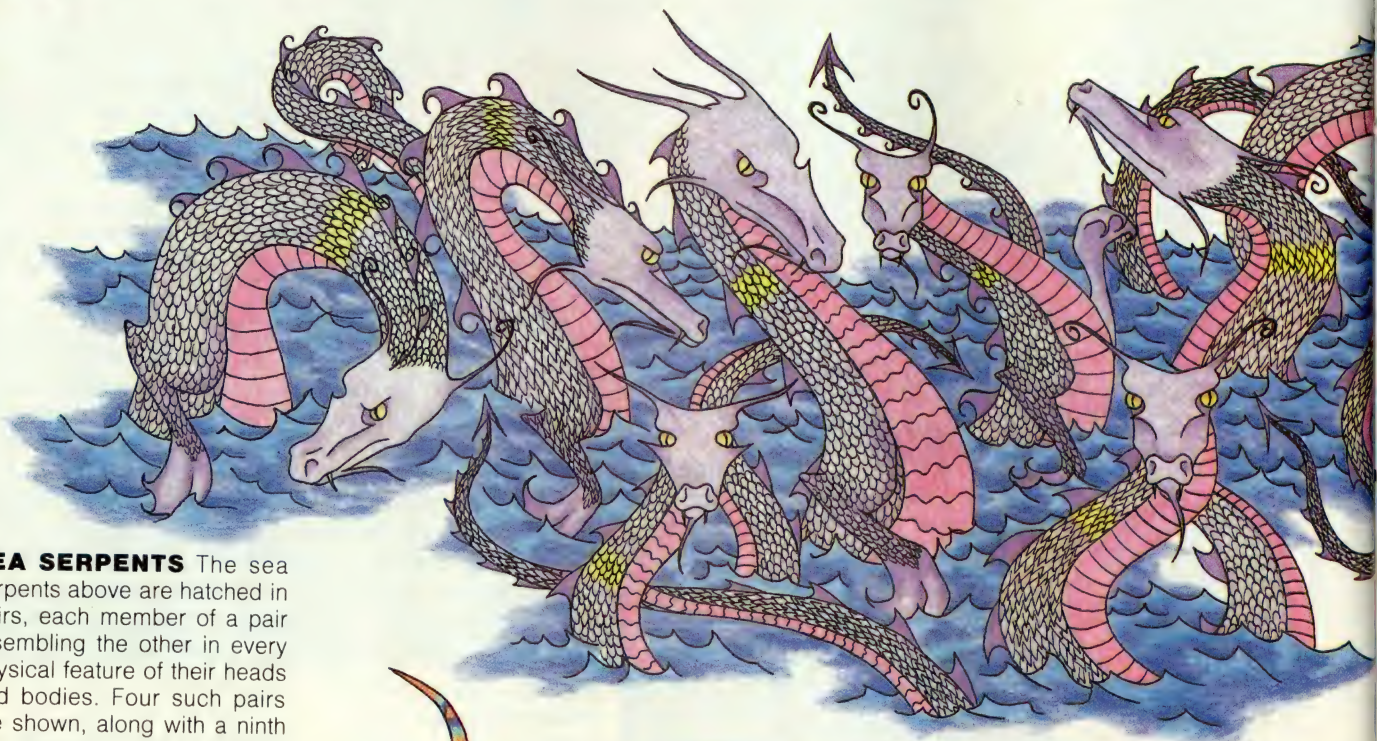
by Mary Louise Pierson

If these creatures pose problems for a zoologist, they pose even more problems for a puzzler. See if you can solve them.

Answer Drawer, page 60



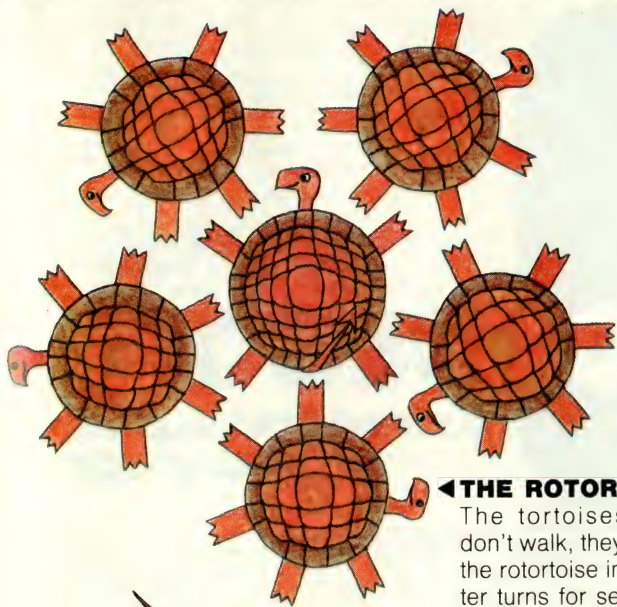
◀ **THE POLYPUS** The fish above, at left, must find the one straight-line path that crosses the polypus's tentacles without touching their sucker-bearing undersides. Starting and ending at *any two points* outside the polypus, and crossing at least three tentacles, can you find the path?



▶ **SEA SERPENTS** The sea serpents above are hatched in pairs, each member of a pair resembling the other in every physical feature of their heads and bodies. Four such pairs are shown, along with a ninth sea serpent inexplicably without a twin. Disregarding the tails, which are not part of solving, can you spot the odd one out?

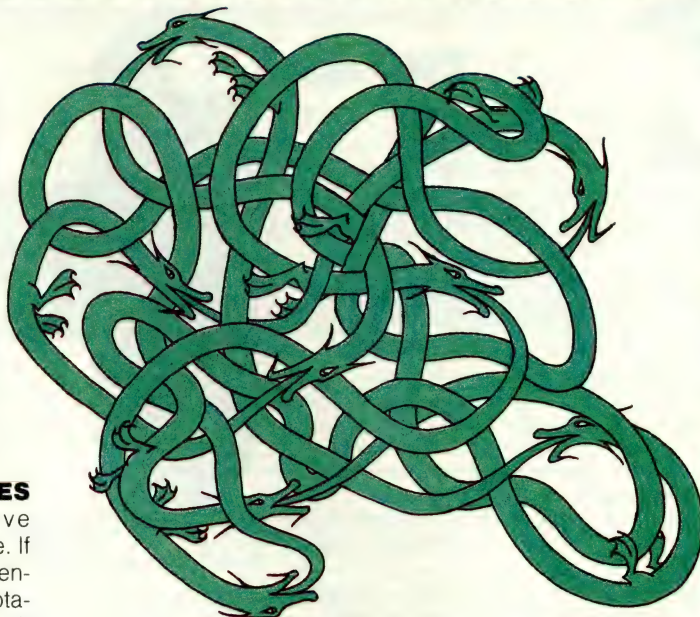






#### ◀ THE ROTORTOISES

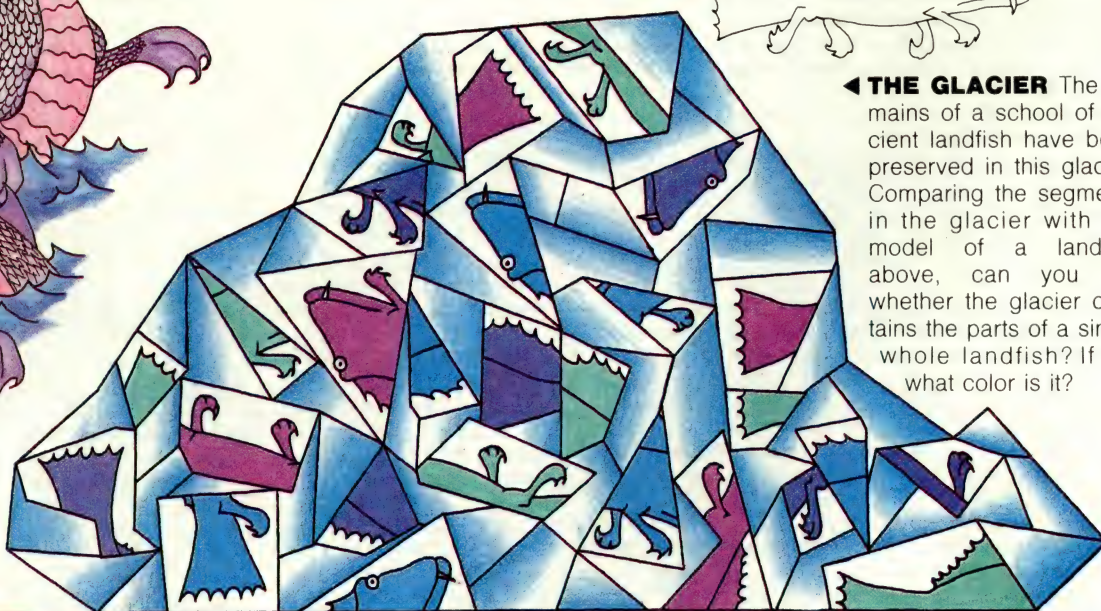
The tortoises above don't walk, they rotate. If the rotortoise in the center turns for seven rotations in the direction it faces (counterclockwise), causing the outer five to turn like gears, in what order will the outer five turtles rub noses with the center tortoise?



▲ THE SERPENTS It is the habit of these strange serpents to eat their own kind. This group is so wrapped up in its meal that one has inadvertently started munching on itself. Can you tell which serpent is swallowing its own tail?



◀ THE GLACIER The remains of a school of ancient landfish have been preserved in this glacier. Comparing the segments in the glacier with the model of a landfish above, can you tell whether the glacier contains the parts of a single whole landfish? If so, what color is it?



◀ THE SNAKE In the tangled-up snake at left, can you distinguish knots from harmless coils? If so, how many knots are there?



# THE GAMES

**A**s part of our untiring effort to be of help to our readers in all aspects of gameplay, we here offer some heavenly advice. These listings should help players decide which partner (or opponent) to choose (or avoid).

▲▲▲  
**ARIES** (March 21 to April 20) In the middle of a checker game—that you are winning—adventurous Aries might suggest that you finish the game under water. His natural ebullience is such that you'll probably go along with it, but, on seeing the pieces float away, he can somehow make you feel that it was your idea, and a dumb one at that. An Aries seems to win, even if he loses.

His desire for newness will lead him to invent games like "Blindfold Boggle," where players write down all the five-letter words they can think of and *then* check the letter cubes to see how many of them are there.

It's usually better to have Aries as a partner than as an opponent, because he can put adversaries off their stride. He will tell a bridge opponent, "It's so nice to meet your wife. She has such teeny eyes." Just watch the Mrs. try to make the hand after that.

▲▲▲  
**TAURUS** (April 21 to May 21) Cautious Taurus will play no game until he understands not only the rules but any possible interpretations thereof. Games with vague or pliable directions, like Dungeons & Dragons, drive him crazy.

He is good, fast, and tidy at crosswords—each letter in the exact center of the box—but cryptic puzzles irritate him. "Now really," he will complain, " 'Schooling coed at UN fouled up?' That's meaningless."

The Taurean is sometimes tight-fisted, which makes him a real pigeon at Monopoly. He will resist putting up houses or hotels because they cost too much, but will hang onto any street in the low-rent district just "because it's mine."

Taurus is the Mr. Rogers of gameplay. Indeed, he can be too kind. Have you ever played musical chairs without taking away any of the chairs, just so no one will feel left out?

▲▲▲  
**GEMINI** (May 22 to June 21) Mercurial Gemini enjoys his "wild and crazy guy" image. His main forte is wordplay, and his eye is ever on the anagram. Offer him a nightcap and he will say "patching" before you start to pour. Since he'll always risk losing points if he can make a joke, don't trust him in team play. If someone kibitzes while he's doing a crossword, he'll unnerve him by filling in all the squares with parts of the word "Philadelphia" rather than do the thing right.

He loves video games but, due to an almost total lack of hand-eye coordination, he is a pitiable sight holding a joystick (never play darts with a Gemini). Computer adventure games like Time Zone and Zork are more his speed, though he wastes valuable time by giving sassy answers to the machine.

▲▲▲  
**CANCER** (June 22 to July 23) With the moody and sensitive children of the celestial crab, you never can be sure. You will find Cancer's house littered with half-done puzzles he "couldn't be bothered to finish," yet he will

BY MARY ELLEN SLATE

spend an entire day on a "How many animals can you find?" picture puzzle for fear that he might slight a well-hidden small furry beast.

A tradition-loving sign with a strong sense of family, he prefers whist to bridge simply because his great-grandmother felt that bridge was "fast." Likewise, he insists on using his mother's wooden Scrabble set from the 1940s, even though the tiles are so worn that you can't tell the Rs from the Ps.

At games like Charades or Clue, intuitive Cancer often pops up with the solution well ahead of anyone, because he "just sort of knew."

▲▲▲  
**LEO** (July 24 to August 23) Every Leo has a flair for histrionics, even at games that seem relatively cut and dried. For instance, he may challenge everyone that he can win at Risk while standing on his head. And he can, too, because all the players in his path of descent become too nervous to play intelligently.

A Leo needs to win at everything, but he is impatient, so don't give him a Rubik's cube unless you want to get it back one block at a time. And in role-playing games like Dungeons & Dragons he may not come out of his chosen role for hours, and you'll have to put up with an omnipotent sorcerer instead of someone who will help you with the dishes.

The typical Leo is quick of hand and eye and thus a master of video games. But don't play Frisbee with him; he regards it as an extension of the martial arts and will go for the jugular.

▲▲▲  
**VIRGO** (August 24 to September 23) Virgo makes an easy opponent at almost any card game; his basic honesty is such that he can't bluff. The other side of the coin, however, is that he is superbly organized and never gets flustered, so don't bother with your own grimaces or silly grins—he will not be fooled.

Virgo's steel-trap mind and good memory make him a font of useless information—don't play Trivial Pursuit with him unless you like to lose. He's exceedingly neat, so while he enjoys playing Centipede, he gets unduly annoyed at the pesky fleas who drop new mushrooms onto the board he's just meticulously cleared. This can bring down his score.

The Virgo can be critical, even cold. The suggestion that "We ought to let Mary win one game because her turtle is so ill" will elicit a response of "Tough" from a Virgo player.

# OROSCOPE

**SLEEPING DOGS MAY LIE;  
THE STARS DO NOT.**

▲▲▲  
**LIBRA** (September 24 to October 23) Chess playing with a Libra is chancy. He will say ingenuously, "Now, let's see. The horsies can move over two and up one, right?" and then mate you in a dozen moves. But if spectators are involved, Libra will plunge ahead, playing with panache, élan, and verve, but very little sense. His desire to look good is such that he *really* feels "It's not whether you win or lose but how you play the game."

Libra is so basically decent that he is a desirable opponent in Scrabble games played out of reach of a dictionary. He will ponder the merits of the word "frymbesk" with the same thoughtful interest he gives a curious but recognizable word like "wipeable."

An aesthetically oriented sign, Libra will play video games only when he feels the electronic art is a "class act"; scoring is secondary. And remember—since he's deathly afraid of being made a fool of, you can always intimidate him by quiet chuckling.

▲▲▲  
**SCORPIO** (October 24 to November 22) Being clear-headed and practical, Scorpio loves logic puzzles, but these qualities can also get in his way. For instance, when the puzzle says: "Fred, who is the chef, always beats Mr. Baker at Othello," Scorpio will want to know, if this is the case, why Mr. Baker continues to play with Fred.

Don't be Scorpio's bridge partner unless you're counted among his cronies. If you make a wrong lead and giggle about it, the vindictive Scorpio is perfectly capable of rising from his seat and coming around the table to deck you. Although he will apologize, he still may greet you months later with a snarled "queen of hearts!"

His coolness and pursuit of power make him a natural for Diplomacy; he will very likely beat you and very likely gloat.

▲▲▲  
**SAGITTARIUS** (November 23 to December 21) Sagittarius is honest and open but no prig, thanks to his verve and humor. When playing nearly anything with a mischievous Sag, be wary: The piece may melt in your hand or the pencil explode. However, when any gathering of players is dying on its feet, his dynamic goodwill makes the group pull up its socks and start having fun again.

Take Sagittarius to a video arcade and within a half hour he will not only have made some top-flight scores, but will know everyone in the



place by first name. But being a restless sort, he will soon get bored and suggest that everyone fly to Venice for a game of Othello.

He is extremely sure of himself. Faced with R-H-O-D-O-D-E-N-D-R-O- when playing Ghost, he will quickly add an I and then argue in favor of "rhododendroid" as a word the dictionaries should include, if they don't.

▲▲▲▲▲ **CAPRICORN** (December 22 to January 20) Capricorn is a quiet, calm player who keeps his head when all about him are losing theirs.

A killer at Shogi, relentless at poker, and a whiz at chess, Capricorn will patiently fill in the pauses between moves by reading a book or paying his monthly bills. This self-control cannot but put off an opponent.

His rigid attitudes made it impossible for him to play Chinese checkers until we had reopened diplomatic relations with that country, and he remains leery of games like Space Invaders. But Capricorn is the one to have around when your home video game machine explodes. While others go to pieces, he will unplug the set, quiet the children, soothe the cat, and find a fire extinguisher.

▲▲▲▲▲ **AQUARIUS** (January 21 to February 19) Inventive Aquarius is no good at Charades because his mind often goes into overdrive. If the actor points to his head, Aquarius will start shouting "Brain—brain food—fish—STURGEON!" leaving the other players too stunned to say anything simple like "head" or "hair." Furthermore, this creative type is perfectly capable of making up his own rules to any game and changing them as he plays. People often go along with him despite a certain amount of tumult; after all, playing chess with real people on a squared-off tennis court just might be fun.

Aquarius will rarely criticize your play as opponent or partner; he is tolerant, sometimes to the point of apparent coma, when he is not showing his fantastic side. At these laid-back times, don't play high-stakes card games with him: He has a ready-made poker face.

He loves cryptograms, indeed anything cryptic and whatever reeks of magic. Fantasy games are his great favorites—though there's always the fear that he really is the dungeonmaster.

▲▲▲▲▲ **PISCES** (February 20 to March 20) Pisces goes with the flow; he doesn't make waves. If he uses the word "fremd" at Scrabble, he will accede to a challenge rather than do anything bothersome like defend himself (though he knows it's a word meaning "foreign"). In order to have any fun with a puzzle book, Pisces must cut the answers out and hide them behind the refrigerator. Otherwise, at the first sticky point, he will simply look up the solution.

A sensitive sort, Pisces is not too desirable as a teammate, because he keeps empathizing with the opposition. And when you play against him, you must make sure he is in his warm, rather than his gloomy, mode. At Pente, for example, he may say that your opening move caused him to think of his aunt, who once used the same opening but is now terminally ill. This is probably not a ploy, but it does put you off your game.

He does not like arcade games because of the ceaseless carnage and destruction. Needless to say, he is very good at "Go Fish."

*Seeress Mary Ellen Slate is a Gemini with her moon over Miami.*

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# GAMES & BOOKS

Edited by R. Wayne Schmittberger

## Axis & Allies (Milton Bradley, around \$25)

First published by Nova Game Designs, Axis & Allies has returned with minor modifications as the first in a new Milton Bradley Gamemaster Series of relatively simple wargames using nicely detailed plastic miniatures instead of the usual cardboard counters.

The game re-creates World War II on a grand strategic level. Although basically a two-player game, up to five players can represent one or more of the five major powers (U.S.A., U.K., and U.S.S.R. versus Germany and Japan). The board is a map of the world at the height of German and Japanese expansion. The 299 miniature figures, a pleasure to handle, represent infantry, armor, fighters, bombers, transport ships, battleships, aircraft carriers, submarines, anti-aircraft guns, and industrial complexes. (Unfortunately, some of the different countries' units are not easily distinguishable except in bright light.) Each country begins with a number of different units, and can buy more with the "industrial production certificates" earned after every turn in amounts determined by the industrial value of the countries a player then occupies.

For a wargame, the mechanics are extremely simple. For example, all infantry units move one space per turn (unless transported by ship), and in combat have an attacking value of 1 and a defending value of 2. To resolve combats, a die is rolled for each attacking and defending unit in a battle zone, and any roll equal to or less than the unit's combat value is a "hit" that eliminates one opposing unit. Since players choose which of their own units to lose when the opponent scores a hit, they should protect their more expensive units (like fighter planes and battleships) by mixing them with more expendable units (like infantry and transport ships).



Purchasing units provides interesting dilemmas at every turn. You never have enough certificates to do everything you'd like; if you build up your ground troops you can't afford to add both aircraft and ships. You can also risk money on weapons development. Sometimes it will be totally wasted, but with luck it will result in "super-subs" with extra attack value or aircraft with longer range.

Players have quite a bit of latitude for offbeat, if unhistorical, strategies. Japan has too easy a time conquering China and India, and the U.S. can easily find that the West Coast may be vulnerable. But Japan's unrealistic strength helps balance the game, in view of Germany's preoccupation with fighting both Britain and the Soviets.

Axis & Allies can take several hours (the Allies must capture Tokyo and Berlin, while the Axis must capture either a certain amount of territory or two of the three Allied capitals), but in practice the game is often shorter, since a player may choose to give up when one of his countries is lost.—R. W. S.

## The Castles of Doctor Creep by Ed Hobbs (Broderbund, on disk for Commodore 64; \$29.95)

This splendid game is an unusually intricate and challenging blend of action and logic. The object is to escape from a series of 13 castles (in effect, they are separate games), each

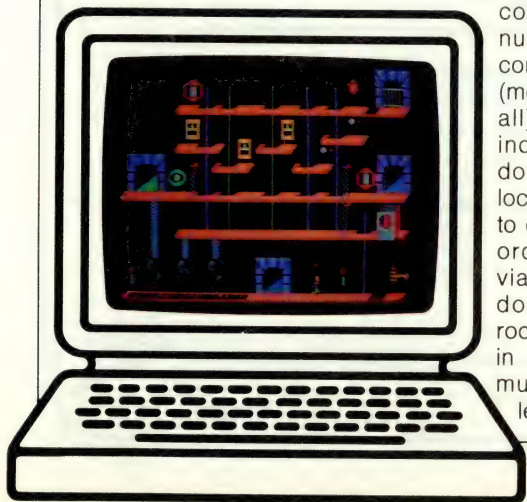
comprising a number of interconnected rooms (more than 200 in all). Every room includes several doors in various locations that lead to other rooms. In order to escape via the final exit door in the last room, every door in every room must be used at least once.

The problem is that when a room is first entered, the walkways, two-way ladders, and down-only poles connect only some of the doors in that room. Others can't be reached until trapdoors have been closed, wrong-way moving sidewalks stopped or reversed, predatory monsters trapped or destroyed, and deadly lightning machines and impassable force fields turned off. Many of those switches, however, can be reached only after other switches have been thrown, and some doors can't be opened without the right key, which is usually in some far-off room and unattainable until the proper switches in that room have been flipped.

In addition to its brilliant graphics, the game has two special features that make it particularly attractive. One is the unlimited lives option. To get through the more difficult rooms requires many trial runs and costs many lives; without this "perpetual play" feature the game would have to be repeatedly restarted, which would be a major annoyance.

The other special attraction is the collaborative, rather than competitive, two-player mode, in which each player controls his own character with his own joystick. Working out the most logical strategy for each room is infinitely more fun when two players do it together, and there's nothing like having a friend around to open a trapdoor when you're stuck between a monster and a dead end.

—B. H.





## Total Chess by David Spanier (E. P. Dutton, 1984; 231 pages hardcover; \$15.95)

Fact: 10 of the 50 top-rated male chessplayers in the U.S. (including the current U.S. Champion), and nine of the 24 top-rated women, are Soviet émigrés. Questions: Why are the Russians so good at chess? And why don't they stay home?

Fact: The 50 top-rated men in the U.S. have an average rating 600 points higher than that of the 50 top-rated women. Question: Why don't women play chess as well as men?

These are just a few of the fascinating subjects analyzed in this new book by a former correspondent of the *London Times*. The man has certainly done his homework. In tracing the history of chess in Russian culture, he cites sources ranging from ancient Russian epic poems and the diaries of Peter the Great to reminiscences by Harpo Marx, and in showing both the constructive and destructive effects of the Soviet government's fervent official support of the game, he quotes at length from the autobiographies of Mikhail Botvinnik and Viktor Korchnoi, who are, respectively, the glory and the bane of Soviet chess.

Korchoi's agonizing odyssey in search of professional independence is treated with sympathetic understanding but without ignoring the role that Korchnoi's abrasive personality played in causing many of his difficulties. The same is true of the author's handling of Bobby Fischer, who was also in many ways his own worst enemy.

In 1961 Fischer said he could give any woman in the world the odds of a knight and still win. "Not today, Bobby," says the author. Women have indeed come a long way in chess in the last quarter-century, but still, despite massive efforts by Soviet organizations to develop their women players, men are far ahead in both numbers and strength. Spanier compares the major theories that have been advanced to explain this, from sexist bias to biology. Though he takes no firm position, he seems to agree with those who believe that biology holds the answer. Sexist bias is certainly a contributing factor, but it doesn't explain nearly as much as the tests cited by the author that indicate, for example, that there are more men at both extremes of the intelligence scale (which has some correlation with chess ability). This is accounted for, according to one theory, by women's greater susceptibility to interruptions in their trains of thought.

In other chapters, Spanier analyzes the nature of chess skill, explains why Jews are disproportionately successful in chess, predicts the future of computer chess, and more. He obviously likes chess, and everyone else who does will enjoy his entertaining and thought-provoking book. —B. H.



## Cloak & Dagger (Ideal, around \$12)

This game deserves a better fate than the unsuccessful 1984 movie of the same name on which it is loosely based. A good family game, it offers suspense, a balanced mix of luck and strategy, and role-playing elements that give the players different strengths and weaknesses at different times.

Two to four players move around a map of the world trying to find and capture a full set of four spies that work for a single spy organization. There are 16 spies in all, each working for two of eight fictitious organizations.

Each player's three abilities—speed, strength, and agility—vary during play and help him overcome such dangers as guard dogs and quicksand. The higher a player's ability and the less severe the hazard, the lower the number the player needs on a die roll to escape injury. Successful escapes increase abilities, failures lower them.

The spies have a distinct hierarchy, from hardest to easiest to capture. A cleverly designed "Spymaster Wheel" allows players to compare their current total ability with the "capturability" of a particular spy to learn how high a number they must roll to take control of the spy.

There's more. Jack Flack, a mysterious helper whose allegiance shifts randomly from player to player, gives his ally the tremendous advantage of an extra die throw. And cloak and dagger cards can allow a player to gather intelligence about spies or hazards in a certain city, or to move quickly across the board, or to attack, defend against, or even kidnap other players. Players can also try to steal spies from one another—a good strategy when your ability levels are high, and especially when you control Jack Flack.

Fast-changing fortunes keep the outcome in doubt until the end. Playing time is one to two hours, but rules for shorter versions are included. —R. W. S.

## Nerf Pool (Parker Brothers, around \$23)

Just as last year's successful Nerf Ping-Pong turns almost any flat surface into a ping-pong table, Nerf Pool allows you to play pool on almost any small or medium-size table (up to a perimeter of about 15 feet). Four pockets—which include nets to catch balls that drop in—are attached to the table with plastic clamps, and a piece of elastic is strung through the pockets to simulate a cushion around the table's edge. A cue ball and nine colored balls (four orange, four blue, and one black) come with the game. Soft and spongy on the surface, they are hard enough on the inside to allow players to make accurate shots and even to add English to the cue ball. Rules are included for the games of black ball (which seems best for this set) and straight pool. —Paddy Smith





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July 22, 1984

Vol. 71, No. 41

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Quickly you assemble the 2 to 6 players around the large 19½" by 26" full-color board map of London. You make sure each has enough transportation tickets (125 in all) to travel the streets and subways. The detectives and the dastardly "Mr. X" draw their starting points from the 18 start cards. "Mr. X" carries along his log book for you to keep him "honest".

You light your pipe. You remember that, just as in real life, no matter which side you choose, you'll need all your powers of logic, careful observation, and a bit o' luck to make out. You think to yourself, "he could be in any of 200 places on the map, from Madame Tussaud's to Westminster Abbey, the Marble Arch to The Tower. But we'll get 'im."

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## GAMES CONTEST ★

# ALTERED STATES

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**Draw or collage onto any of the pictures below and on page 50, to create a new scene.**

Artist Andrea Baruffi has himself jumped into the game and created, at left, two "altered states" for his tightrope walker. You may see the scene yet another way.

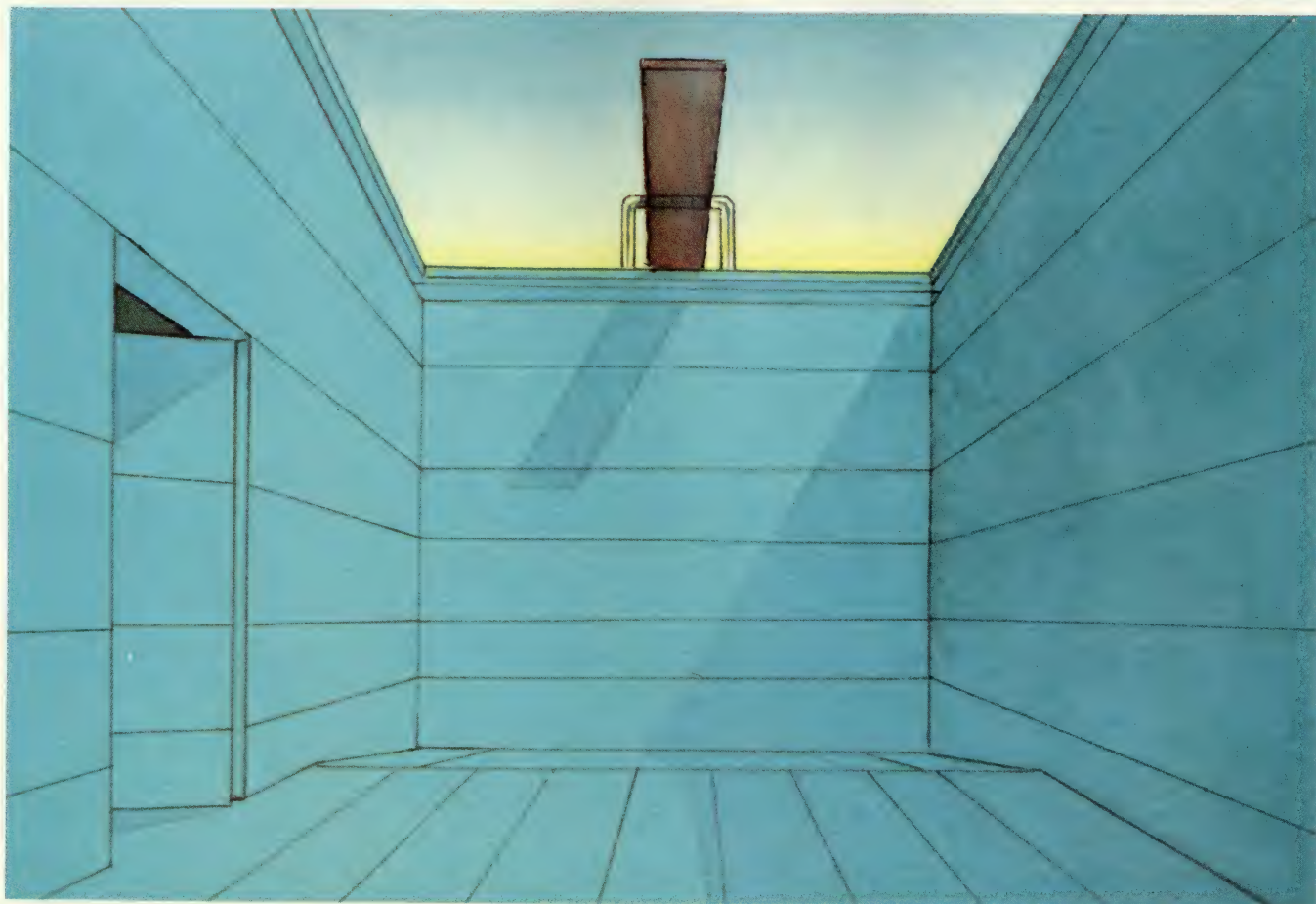
**How to enter** Add to any or all of the three illustrations by drawing, collaging, or otherwise supplying some new visual elements. You may use a photocopy of the original and extend your additions beyond the original borders, but the completed whole must fit on an 8½ x 11 sheet of paper. You may submit multiple entries, but make sure each is clearly labeled with your name and address.

**Winning** The altered version of each of the three pictures that most amuses or astonishes us will win the matching Baruffi watercolor, framed. Neatness counts, but artistic ability won't sway us as much as sheer cleverness. Send entries to **Altered States, GAMES Magazine, 515 Madison Ave., New York, NY 10022.** Entries must be received by February 8, 1985.



ILLUSTRATIONS BY ANDREA BARUFFI







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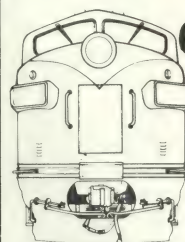
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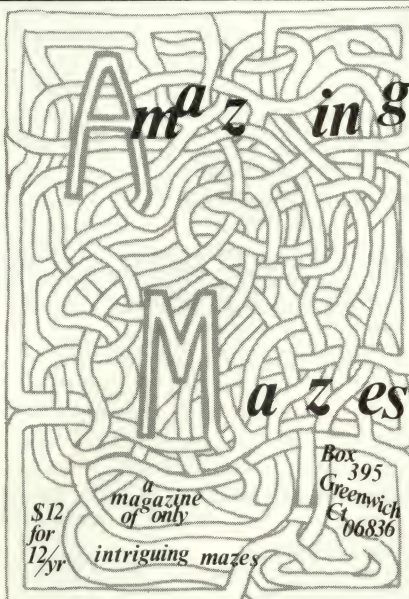
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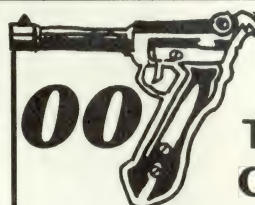
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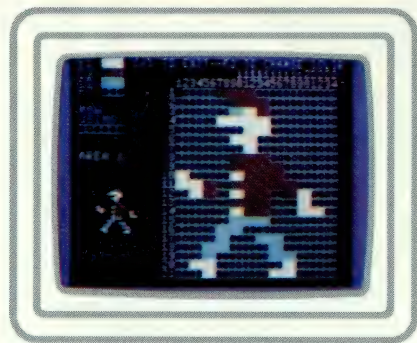
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## Hi-Tech Artistry

**C**omputer graphics and animation software give artists a chance to doodle, and doodlers a chance to make art. With these programs anyone can create colorful abstract art or animated figures either to add visual elements to existing programs, or just to play around. When we last surveyed the field ("Computers at Play," December 1983), the best products in this category were The Graphics Magician (Penguin Software, which has since added several other graphics packages designed to meet a variety of needs), Movie Maker (Interactive Picture Systems), and the Koala Pad and Gibson Light Pen (Koala Technologies). What follows is a look at what you can do with three of the many excellent packages introduced during the past year.



A sprite is any movable graphic element in a program—all those Space Invaders and munching Pac-Men, for example, are sprites. To create them from scratch requires endless DATA statements and endless patience. And *then* you have to figure out how to animate them. Fortunately, Bruce Carver's **Spritemaster** (Access Software, for Commodore 64; \$35) allows you to create sprites without fuss and bother.

Say you need a Hawaiian hula girl for your game Mauna Loa. Select BUILD from the menu, then choose an empty storage area to work in and choose up to three colors for your sprite. When you're ready, a grid appears, onto which you construct your dancer, pixel by pixel, using keyboard or joystick. The sprite appears grossly enlarged on the grid, so you can place the individual pixels precisely.

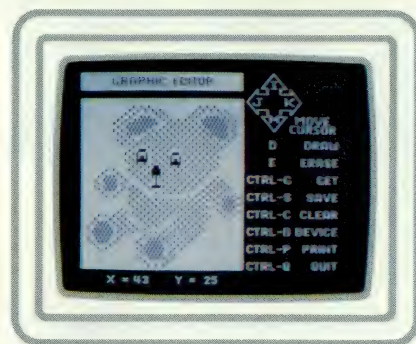
When you're satisfied with her appearance, go back to the menu and COPY her, putting the copy in a different storage area. (This sounds complicated, but the on-screen instructions tell you what to do and when.) Now choose MODIFY from the menu, and the copy you have just made appears on a new grid. By manipulating pixels, you can move your sprite's skirt a little to the left, her hand up a tad, her hair to the left. Then COPY her again. Repeat this process until you've completed a whole dance routine. Now select ANIMATE from the menu to arrange your stored copies in the desired sequence, and then AUTO DISPLAY to see her dance.

You can transfer your creations to any game or program you've stored on another disk, using DATA commands. The easy-to-understand manual makes this program a breeze to operate.

Although you can create computer-art masterpieces with most graphics programs, how do you send them to someone who doesn't have a computer? **Print Shop**, by David Balsam and Martin Kahn (Broderbund, for Apple or Commodore 64; \$50), lets you print your electronic masterworks on paper, provided you have one of the popular printers with which it's compatible (such as the NEC 8023A or the Epson RX80/MX80).

On the disk are various options—Sign, Letterhead, Banner, and so on—with which you can make greeting cards, logos, award certificates, and other printed items you might ordinarily order from a stationery store. Within each option you can choose preprogrammed graphics and messages or create your own. Print Shop offers eight type styles in multiple sizes, three type formats, border designs, automatic centering, and left and right margin justification. It even allows you to print illustrations that were designed on other graphics programs. In addition, a Kaleidoscope option allows you to generate random moving designs that can be frozen and printed out.

Print Shop comes with an assortment of colored printer paper (replacement paper is available in various colors, quantities, and prices), and figures out



for you where to put what. For instance, for a greeting card it will place the pictures and messages on the page so that when you've folded it properly, what you planned for the cover is on the cover and what you wanted inside is inside. You can even put a little tag line on the back of the card, such as, "This is *not* a Hallmark card."

Not just another graphics package, **Designer's Pencil**, by Garry Kitchen (Activision, for Commodore 64; \$32) is a new graphics programming language. Instead of choosing options (like DRAW or FILL) from a menu, you choose from a list of individual drawing and animation commands and assemble them into a program. When the program is run, a little pencil draws the picture you've instructed it to create. The picture then moves according to your commands, and you can vary the animation speed from very fast to super slo-mo.

Commands are listed on the right of the screen. Using either joystick or keyboard, you grab the command you want and drag it to the programming area on the left. Now you set the parameters. For example, if you want the computer to draw a line, you must tell it how long to make the line. Any command can be listed any number of times, and you can use special ones to make the computer repeat a process over and over.

The Kaleidoscope option allows you to repeat your drawing in mirror image either two or four times. Starting in the middle of the screen, for instance, you can make the computer draw two or four squares again and again, in an ever-expanding picture that fills the screen with color. In addition, a musical accompaniment of your own creation, using the C-64's sound chips, can be added to give your pictures a touch of jazz, blues, whatever. This is a truly innovative piece of software.

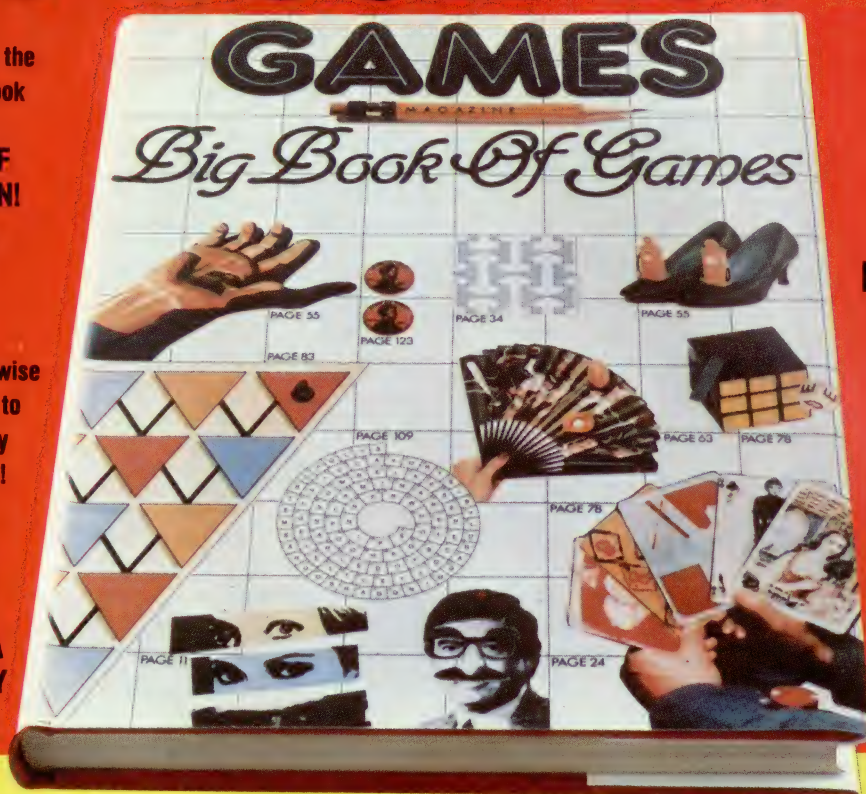
*Randi Hacker is a freelance writer specializing in computer coverage.*



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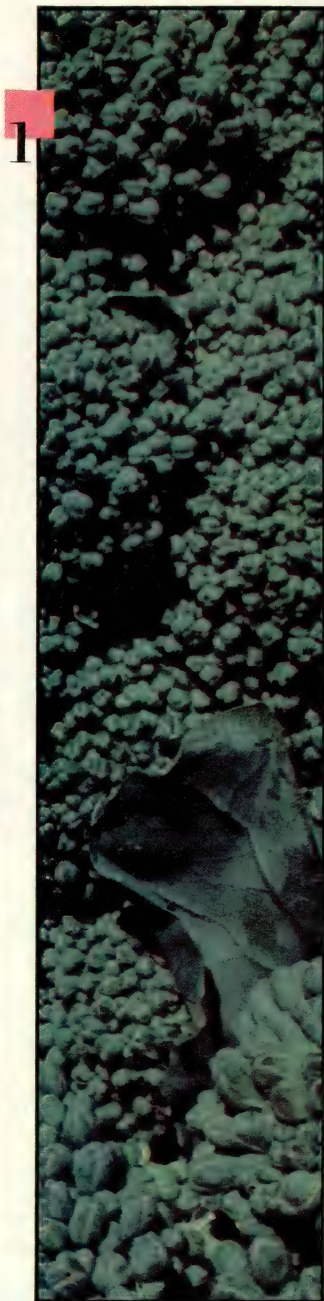
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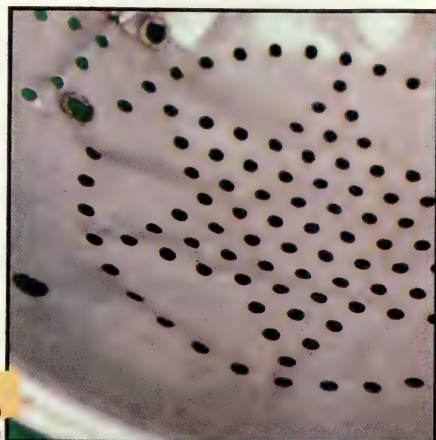


# WHAT ARE THESE OBJECTS?

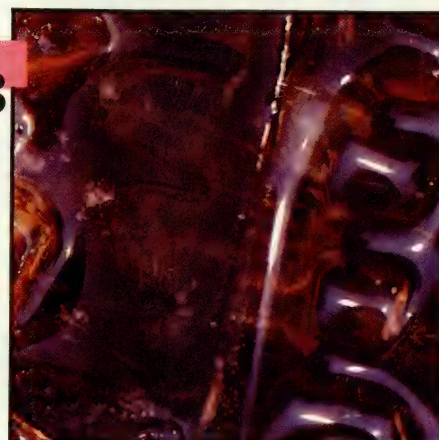
Answer Drawer, page 60



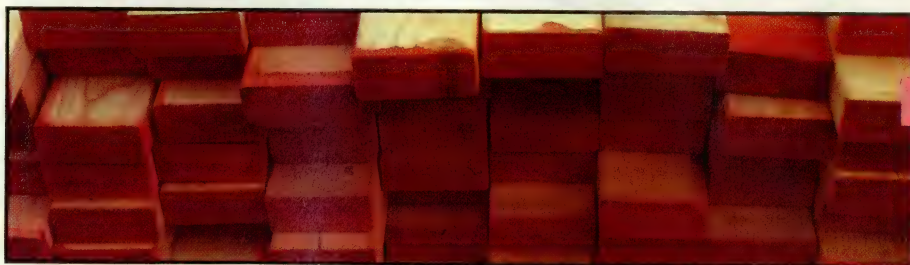
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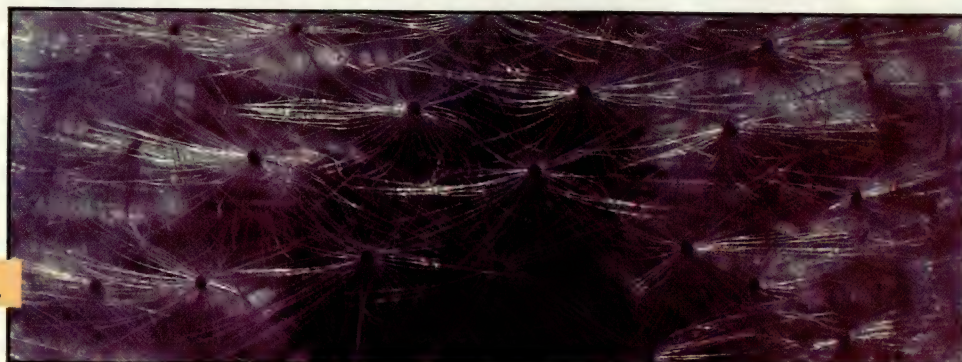
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BRUCE THOMAS

## CLUES

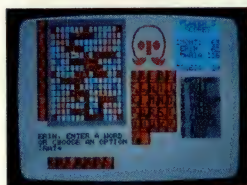
1. Happy Hollandaise
2. Watering holes
3. Pop rocks
4. What we saw
5. Valise station
6. Bright spot
7. Plant parenthood



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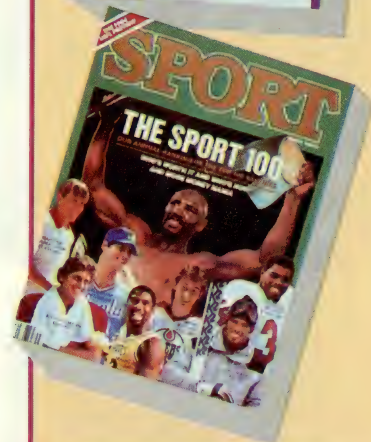
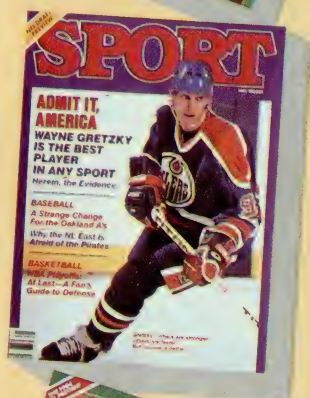
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# AMERICA'S #1 SPORTS MONTHLY

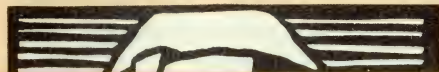


# ☆☆ WILD CARDS ☆☆

Edited by Stephanie Spadaccini

## TEASERS

Question: Marks



## WORDPLAY

Scramble 'Em



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NJA 10

a little effort, you probably can, since there are 92 different ways of solving this old puzzle.

But how about this: On the numbered chessboard below, place eight queens as above, but in such a way as to achieve the highest score by adding up the numbers they cover. Our best score is 52.

8	2	7	0	7	6	7	2	8
7	7	5	5	8	3	2	3	6
6	3	1	3	8	1	9	8	1
5	3	9	5	5	4	7	2	9
4	2	0	4	3	7	2	6	7
3	4	2	0	4	0	4	6	2
2	5	9	4	0	2	6	8	5
1	4	9	2	7	3	6	2	4

A B C D E F G H

Answer Drawer, page 62

—from *Computer & Video Games* magazine (Great Britain)

## Real Reel Names

In each set of three celebrities below, two changed their names upon entering show business.

Pick the one in each group whose real name was satisfactory to the show-biz bigwigs.

1. John Forsythe  
Humphrey Bogart  
Morgan Fairchild
2. Soupy Sales  
Douglas Fairbanks  
Dustin Hoffman
3. Gregory Peck  
Goldie Hawn  
Lana Turner
4. Bo Derek  
Joan Rivers  
Alfred Hitchcock
5. Frank Zappa  
Jane Wyman  
Jack Palance

—H. H.

Answer Drawer, page 62

ary English words can be formed by rearranging the letters of the word below. What are they? No proper nouns, please.

GYRLEAL

—N. M. Meyer

Answer Drawer, page 62

## ITS

ge-Go-Round

their 10 years of marriage, and Dora had two children, George and Bob.

By a second wife, Elaine, and another son, Frank.

By a second husband, George, Dora had a third son, Howard.

By coincidence, Howard was born on the date of Bob's 10th birthday and Frank was born on the date of Al's 10th birthday.

At the time of Chuck's marriage to Elaine, Elaine was five times Bob's age and Dora was six times his age. At the time of Dora's marriage to George, George was four times Al's age and Chuck was five times Bob's age. George was 13 years older than Elaine.

On what would have been Chuck and Dora's 20th anniversary, Bob was twice as old as Frank, and Chuck was three times as old as Bob. What was everyone's age at that time?

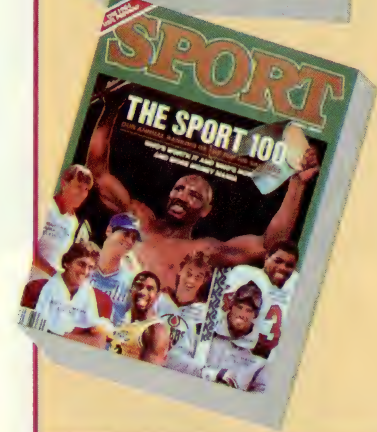
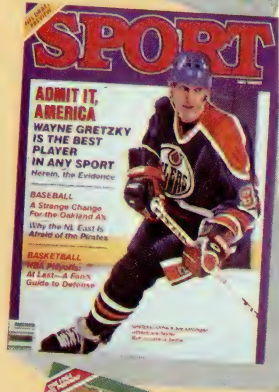
Note: No fractions are involved in any of the ages mentioned above.

—R. E. Nelson

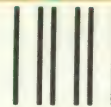
Answer Drawer, page 62



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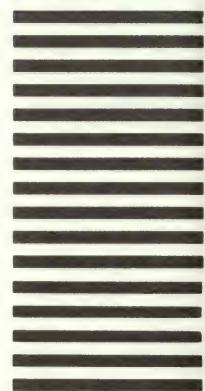
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# AMERICA'S #1 SPORTS MONTHLY



# ☆☆ WILD CARDS ☆☆

Edited by Stephanie Spadaccini

## TEASERS

### Question: Marks

There are 15 punctuation marks that are commonly used in the English language. Can you name 10 of them?

—S. A. S.

Answer Drawer, page 62

## CHESS, MORE OR LESS

### Queen High

Can you place eight queens on a chessboard so that no two of them are on the same vertical, horizontal, or diagonal line? With a little effort, you probably can, since there are 92 different ways of solving this old puzzle.

But how about this: On the numbered chessboard below, place eight queens as above, but in such a way as to achieve the highest score by adding up the numbers they cover. Our best score is 52.

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4	2	0	4	3	7	2	6	7
3	4	2	0	4	0	4	6	2
2	5	9	4	0	2	6	8	5
1	4	9	2	7	3	6	2	4
A B C D E F G H								

Answer Drawer, page 62

—from *Computer & Video Games* magazine (Great Britain)



## FOR THE RECORD

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Dustin Hoffman
3. Gregory Peck  
Goldie Hawn  
Lana Turner
4. Bo Derek  
Joan Rivers  
Alfred Hitchcock
5. Frank Zappa  
Jane Wyman  
Jack Palance

—H. H.

Answer Drawer, page 62

## WORDPLAY

### Scramble 'Em

Four ordinary English words can be formed by rearranging the letters below. What are they? No slang or proper nouns, please.

GYRLEAL

—N. M. Meyer

Answer Drawer, page 62

## TOUGH NUTS

### Marriage-Go-Round

During their 10 years of marriage, Chuck and Dora had two children, Al and Bob.

Later, by a second wife, Elaine, Chuck had another son, Frank. By a second husband, George, Dora had a third son, Howard.

By coincidence, Howard was born on the date of Bob's 10th birthday and Frank was born on the date of Al's 10th birthday.

At the time of Chuck's marriage to Elaine, Elaine was five times Bob's age and Dora was six times his age. At the time of Dora's marriage to George, George was four times Al's age and Chuck was five times Bob's age. George was 13 years older than Elaine.

On what would have been Chuck and Dora's 20th anniversary, Bob was twice as old as Frank, and Chuck was three times as old as Bob. What was everyone's age at that time?

Note: No fractions are involved in any of the ages mentioned above.

—R. E. Nelson

Answer Drawer, page 62





## TRIVIA

### Off Broadway

What Broadway musicals do the following locales bring to mind?

1. River City
2. Bali Ha'i
3. Anatevka
4. Yonkers
5. Fleet Street
6. Sweet Apple
7. Catfish Row
8. Upsen Downs

—Martin A. Pope

Answer Drawer, page 62

## NUMBER PLAY

### Brother, Can You Spare a Dime?

Here's a problem in everyday banking. Can you change one dollar into exactly 50 coins using at least one penny, nickel, dime, and quarter?

—Louis Phillips

Answer Drawer, page 62

## HALL OF FAME

### Oh Henry!

From England's ancient house of kings to our modern-day Mancini, men named Henry have made their mark throughout history. Can you name these celebrated Henrys of past and present?

1. Henry broke Babe's record.
2. Henry's daughter won the top award in their profession years before Henry did.
3. Henry wrote: "There was a little girl/who had a little curl/right in the middle of her forehead."
4. Henry's sculptures have holes in them.
5. Henry said: "History is bunk."
6. Henry ran for vice-president in 1960.
7. Henry reflected: "The longer I am out of office, the more infallible I appear to myself."

—Judith Hoffman

Answer Drawer, page 62

## ELIZABETH FERRET-FROWNING

### Model Murder

In her role as private investigator, Elizabeth Ferret-Frowning had frequently worked for the Sleek 'n' Chic Model Agency, but the cases were civil ones and rarely were concerned with the models themselves. This time, however, Lizzie had to investigate the homicide of one of the agency's top-flight models.

Except for the ugly hilt of a hunting knife still protruding from the victim's chest, Lizzie thought she had never seen a more elegant corpse. Andrea Smythson looked as though she might have been on her way to pose for *Harper's Bazaar* or *Vogue* when she died. Which, indeed, may have been the case—her perfect high-style figure and famous insured cheekbones had made her one of the most sought-after models in the fashion industry.

On the day of her death, Andrea wore a simple black linen dress with a narrow gold chain belt. Her make-up was so artfully applied that she appeared not to be wearing any. Her understated elegance seemed out of place among the fussy gimcracks and knickknacks in her sister's apartment, rather like a single long-stemmed rose in a petunia patch.

Stocky little Clara Smythson matched her apartment. She was curly and twirly and beruffled. A police officer was questioning her when Lizzie arrived, giving the detective a chance to look around the room as she listened to their conversation.

There were two satiny armchairs, a white upright piano with a ball-fringe throw on top, several puffy ottomans, and a flowered chintz sofa where two white angora cats lounged, oblivious to the activity around them. Every available surface was covered with small objects, mainly of the "cute" persuasion.

"Andrea came for breakfast on

her way to a job," Clara said. "Not that you can call dry toast and plain tea a real breakfast. I prefer a hot Danish or a jelly doughnut any time."

The officer, who was plump, nodded in agreement.

"I had to catch the 8:40 bus to work," Clara continued, "so Andrea said she was going to rest until it was time to leave for her appointment. She lay down here on the sofa—and that's the last time I saw her alive. When I got home she was still there—but she was dead. And that's my knife. I never use it. It was Dad's."

Clara stopped and burst into tears. "I don't think I can bear it," she sobbed. "Two terrible tragedies in less than a week."

"Two?" asked Lizzie.

As he handed Clara his handkerchief, the officer told Lizzie, "Clara's father died last Wednesday. Her sister Andrea was the only family she had left."

"My sympathy," murmured Lizzie.

"What time did you get home from work?" the officer asked Clara kindly.

"About two o'clock," said Clara. "It's just a part-time job, you see, only mornings."

"So the murderer must have come in sometime between 8:40, when you left, and two o'clock?" the officer said.

"Right," Clara replied.

"Wrong," said Elizabeth Ferret-Frowning. "Andrea was dead when Clara left for work."

"Why did you do it, Clara? Were you jealous of your sister's beauty and success? Or did you want to eliminate the only other heir to your father's estate?"

How did Lizzie know that Clara was lying?

—Peg Kehret

Answer Drawer, page 62





## TRIVIA

### Hits and Re-Hits

The Andrews Sisters entertained the troops in WWII with their rendition of "Boogie Woogie Bugle Boy." Thirty years later, Bette Midler and the Harlettes introduced the song to a whole new generation of music lovers.

The songs and recording artists listed below cover a span of 50 years. Can you match up the original artists (A-J) with the songs (1-10), and then match both with the performers (a-j) who recorded them at a later date?

#### The Original Hit Recording Artists

- A. Sam & Dave
- B. Frank Sinatra
- C. Bobby Day
- D. Fred Astaire
- E. The Clovers
- F. Chuck Berry
- G. The Supremes
- H. Ruby & the Romantics
- I. Steve Lawrence
- J. The Drifters

#### The Songs

- 1. "My Way"
- 2. "Puttin' on the Ritz"
- 3. "Soul Man"
- 4. "Rock and Roll Music"
- 5. "You Can't Hurry Love"
- 6. "Go Away, Little Girl"
- 7. "Love Potion Number Nine"
- 8. "On Broadway"
- 9. "Our Day Will Come"
- 10. "Rockin' Robin"

#### The "Re-Hit" Recording Artists

- a. Donny Osmond
- b. Elvis Presley
- c. The Blues Brothers
- d. Michael Jackson
- e. George Benson
- f. The Beach Boys
- g. Taco
- h. Frankie Valli
- i. The Searchers
- j. Phil Collins

—Ed Stein and Lonny Strum

Answer Drawer, page 62

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# ANSWER DRAWER

## 2 Your Move

### Brand Names

1. (d); 2. (a); 3. (e); 4. (b); 5. (h); 6. (g); 7. (i); 8. (c); 9. (f)

### Stop, the Press

1. (c); 2. (e); 3. (h); 4. (b); 5. (g); 6. (a); 7. (f); 8. (d)

### The Five and Only

The five states each have two different pairs of vowels in their names, and no other vowel.

### Seriesly, Folks

The last number should be 3. The series represents the number of characters in the Roman numerals from I to XII.

### Divide and Conquer

The number is 3,816,547,290.

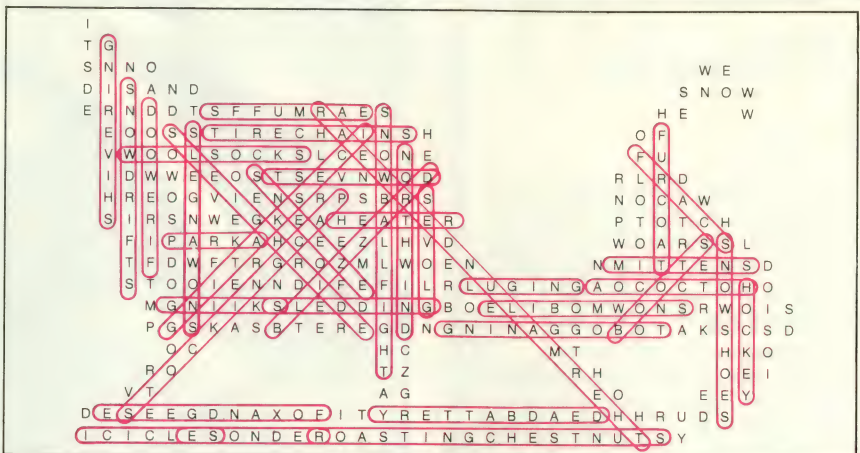
## 12 Office of the Occult

The number is 68.

## 29 4 KG Solvers

- |                  |                       |
|------------------|-----------------------|
| 1. EZ (easy)     | 9. DK (decay)         |
| 2. IV (ivy)      | 10. B9 (benign)       |
| 3. K9 (canine)   | 11. MT (empty)        |
| 4. TP (tepee)    | 12. XS (excess)       |
| 5. 22 (tutu)     | 13. QT (cutie)        |
| 6. SA (essay)    | 14. 4C (foresee)      |
| 7. DV8 (deviate) | 15. XLNC (excellency) |
| 8. NV (envy)     | 16. 4N6 (forensics)   |

## 26 Sleighride



## 32 Connect-the-Quotes

- "A rose by any other name would smell as sweet."—William Shakespeare
- "Power is the ultimate aphrodisiac."—Henry Kissinger
- "Say the secret word and divide a hundred dollars."—Groucho Marx
- "I cannot believe that God would choose to play dice with the universe."—Albert Einstein

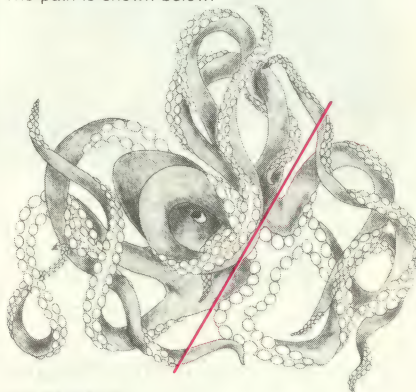
## 54 Eyeball Benders

- Broccoli
- Colander
- Cola and ice
- Lumber
- Airline baggage conveyor
- Light socket
- Dandelion

## 42 Beastly Beguilers

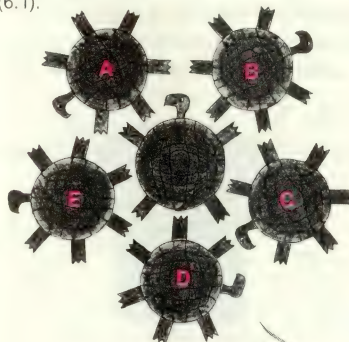
### The Polypus

The path is shown below.



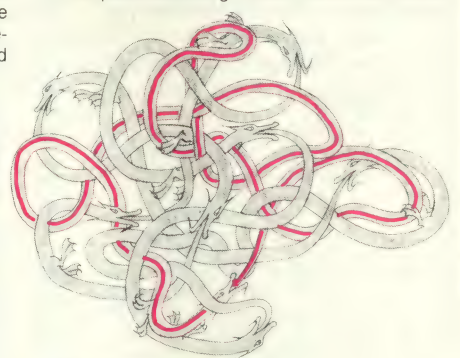
### The Rotortoises

The central rotortoise will rub noses with the others in the following order (the number of rotations the central tortoise will have made is given in parentheses): A (1 rotation); C (1.6); D (2.4); B (4.8); and E (6.1).



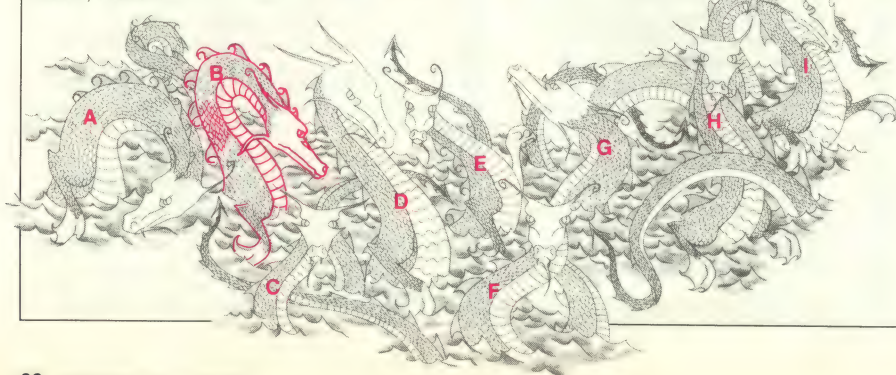
### The Serpents

The serpent swallowing its own tail is shown below.



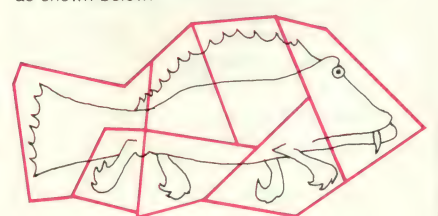
### Sea Serpents

The unpaired sea serpent is labeled B below. The others match up as follows: A and E, C and D, F and G, H and I.



### The Glacier

The dark purple landfish would be pieced together as shown below.



### The Snake

The first and fourth coils from the left would form knots. The other two would not.



## 18 Special Effects

1. (b) Glass paintings (literally, paintings on glass plates) can be made to look so lifelike that an audience believes the image is real scenery.

2. (c) The actual setup for one shot is seen below.

3. (b) First, actors were filmed sword fighting without opponents (a heavily choreographed sequence). Later, stopmotion genius Ray Harryhausen filmed miniature skeletons one frame at a time to coincide with the actors' moves.

4. (b) Bursts of white paint filmed in a water tank.

5. (b) Glycerine, a syrupy substance, proved most convincing as hot lava.

6. (d) Combinations of (a), (b), and (c) were used during the apparition scenes.

7. (a) Stopmotion was unnecessary because of the effectiveness of the three other techniques. The process referred to in (b) is Introvision.

8. (b) The squid was 30 feet long and required up to 40 operators per take.

9. (c) After mechanically controlled hands were found to be too clumsy to maneuver small objects, Caprice Rothe, a professional mime, was chosen, partly for her slender wrists and long fingers. And while little people in E.T. suits were used for a few scenes, the more subtle hand gestures were handled as described.

10. (d) The incredibly detailed miniature set was built in forced perspective (meaning the buildings in front were scaled larger in size than those in back) and was about 100 feet long. The tallest foreground buildings were about 20 feet high.

11. (c) The heads were operated by remote control. One head made the first half of the alteration and the second head was used for its completion. It is true, however, that Baker played King Kong in some scenes of the remake of that classic movie.

12. a-7, b-3, c-6, d-2, e-1, f-4, g-5

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## 27 Land Sakes!

GRAY	DUB	STOW
ROPE	EPOS	SPINE
ABET	TETE	HIRED
MEXICAN	HAIR	LESS
	RID	RUT
RASCAL	DRAB	SET
OCTET	BOAT	SIRE
CHINESE	CHECKERS	
KENT	OAKS	RIVET
SST	FURS	BIPEDS
	ELS	ARE
RUSSIAN	DRESSING	
ARISE	AROW	ODIN
GALES	BASE	ULNA
ELKS	TED	PEAT

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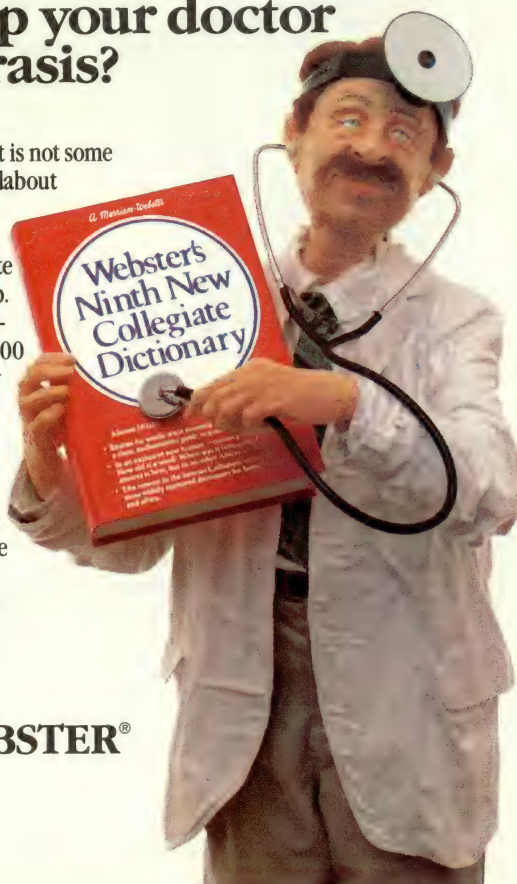
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## 35 Cryptic Crossword

## ACROSS

- 1 Sourdough (sh + our + Doug)  
 6 Cubes (E + cubs)  
 9 Spell (two meanings)  
 10 Rearrange (rear + range)  
 11 Martini (Art + mini)  
 12 Seaport (sport + ea.)  
 13 Whiskery (r + whiskey)  
 15 Drape (ape + Dr.)  
 18 Audit (fraUD iTem)  
 19 Paternal (parental)  
 22 Tornado (torn + ado)  
 24 Armrest (arrest + m)  
 26 Weariness (wariness + e)  
 27 Pique (peek)  
 28 Yemen (enemy)  
 29 Bitter end (trite + bend)

## DOWN

- 1 Sesame (see — e + same)  
 2 Unearthed (yoU NEAR THE Diaphragm)  
 3 Delhi (led + hi)  
 4 Upraise (U + praise)  
 5 Hearsay (a shy ear)  
 6 Coriander (adorn rice)  
 7 Banjo (ban + Jo)  
 8 Sweet pea (a pet ewe's)  
 14 Situation (into a suit)  
 16 Arabesque (be a square)  
 17 Castaway (at a YWCA's)  
 19 Proverb (Pb + Rover)  
 20 Transit (trait + N + S)  
 21 Attend (at + ten + D)  
 23 Realm (real + M)  
 25 Maple (male + p)

## WILD CARD ANSWERS

## Question: Marks

Period, comma, colon, semicolon, question mark, exclamation point, hyphen, dash, quotation mark, apostrophe, parenthesis, bracket, brace, virgule (slash), and ellipsis.

## Queen High

To achieve a score of 52, place the queens on a3, b8, c4, d7, e1, f6, g2, and h5.

## Real Reel Names

1. Humphrey Bogart  
 2. Dustin Hoffman  
 3. Goldie Hawn  
 4. Alfred Hitchcock  
 5. Frank Zappa

Here's a list of the original names of the others. How many can you match with their show-biz names?

Sarah Jane Fuls	Patsy McClenny
Joan Molinsky	Eldred G. Peck
John Freund	Walter Palanuik
Julius Ullman	Milton Hines
Mary Cathleen Collins	Julia Turner

For the answer, see *Real Names at the end of Wild Card Answers*.

## Scramble 'Em

The words are: gallery, allergy, largely, and regally.

## Marriage-Go-Round

Al, 17; Bob, 14; Chuck, 42; Dora, 39; Elaine, 34; Frank, 7; George, 47; Howard, 4.

## Off Broadway

1. *The Music Man*  
 2. *South Pacific*  
 3. *Fiddler on the Roof*  
 4. *Hello, Dolly*  
 6. *Sweeney Todd*  
 7. *Bye Bye Birdie*  
 8. *Porgy and Bess*  
 8. *Mame*

## Brother, Can You Spare a Dime?

- 1 quarter = 25¢  
 2 dimes = 20¢  
 2 nickels = 10¢  
 45 pennies = 45¢

\$1.00

## Oh Henry!

1. Henry (Hank) Aaron  
 2. Henry Fonda  
 3. Henry Wadsworth Longfellow  
 4. Henry Moore  
 5. Henry Ford  
 6. Henry Cabot Lodge  
 7. Henry Kissinger

## Model Murder

A fashion model wearing a black linen dress would never lie down on a sofa where two white angora cats regularly sleep. She would not want cat fur on her dress.

## Hits and Re-Hits

- A. Sam & Dave; (3) "Soul Man"; (c) The Blues Brothers  
 B. Frank Sinatra; (1) "My Way"; (b) Elvis Presley  
 C. Bobby Day; (10) "Rockin' Robin"; (d) Michael Jackson  
 D. Fred Astaire; (2) "Puttin' on the Ritz"; (g) Taco  
 E. The Clovers; (7) "Love Potion Number Nine"; (i) The Searchers  
 F. Chuck Berry; (4) "Rock and Roll Music"; (f) The Beach Boys  
 G. The Supremes; (5) "You Can't Hurry Love"; (j) Phil Collins  
 H. Ruby & the Romantics; (9) "Our Day Will Come"; (h) Frankie Valli  
 I. Steve Lawrence; (6) "Go Away, Little Girl"; (a) Donny Osmond  
 J. The Drifters; (8) "On Broadway"; (e) George Benson

## Real Names

1. John Forsythe  
 Morgan Fairchild  
 2. Soupy Sales  
 Douglas Fairbanks  
 3. Gregory Peck  
 Lana Turner  
 4. Bo Derek  
 Joan Rivers  
 5. Jane Wyman  
 Jack Palance  
 John Freund  
 Patsy McClenny  
 Milton Hines  
 Julius Ullman  
 Eldred G. Peck  
 Julia Turner  
 Mary Cathleen Collins  
 Joan Molinsky  
 Sarah Jane Fuls  
 Walter Palanuik

## 39 Words to the Wise

DECLASSE ALLHANDS OSCARS  
 EXHIBITA PUTABOUT FOULUPS  
 STATENISLANDFERRY FILLSUP  
 ERN LETTER TAMALES LETME  
 RADS CENTER REMUS CEYLON  
 VEOP CHROMIUM DASTARD END  
 EXLIBRIS ENTER TEASE IRIS  
 STILLTON ENSHRINES PACT  
 RELUCTANT IVOR PITCHER  
 ARE KIWI HONES FIRESALES  
 DEEMED EXONERATE ROAM  
 WATERED MAES BATHS ADIME  
 HIGHLY CORN CLUE ILLSEE  
 OGLES UBOAT DUEL BIGEYED  
 SWAB TRANSPIRE PUTNAM  
 EAREDESEAL EASED ALSO ASP  
 MEANING VETS CIGARETTE  
 NAGS LADIESMAN BATTENS  
 EVES NIGEL OCCAM CONCERTO  
 DIB DELIVER TAKESOUT REAR  
 ISOMER VENIR DIMOUT SOME  
 TONAL DELTAIC BANTAM BEN  
 ORIGAMI SILVERCERTIFICATE  
 RETINAE ANTERIOR EMANATES  
 DECOYS TOOTTOOT DERIDERS

## 28 Dszquphsbnt!

1. CRYPTOON. "Now that I've got this snooze alarm, we can sleep until March and doze off again till April!"  
 2. 'Twas NOTHING. The greatest pleasure I know is to do a good action by stealth and have it found out by accident.—Charles Lamb.  
 3. SOUR NOTE. Dirty lunch dishes left on kitchen counter struck discordant tone by being out of "synch."  
 4. RIGHT ON TRACK. Tough athletic competition brings laurel wreath to true sportsman and sour grapes from bad loser.  
 5. SEEING THINGS. Imagining fanciful figures in thick cumulus cloud is likelier than in wispy cirrus type.  
 6. COLORFUL. Brilliant fireworks display lights up sky while holiday families gaze awed at blazing hues.  
 7. NO ONE-CENT SALES. Exotic bazaar inside casbah purveys bizarre objects purchased from camel caravan.

## 36 Double Cross

A. BULLDOGS	M. CHATTED
B. OTIOSE	N. HORATIO
C. BREAKTHROUGH	O. EDIBLE
D. UNIVERSITY	P. RATHBONE
E. ENTERTAIN	Q. IF I FELL
F. CLOCKWORK	R. NODDED
G. KAHLUA	S. THREADBARE
H. ELABORATE	T. HAITI
I. REFUTATION	U. EYESIGHT
J. CHATEAU	V. WHARTON
K. ATTEST	W. ROTTED
L. TODDIES	X. YUGOSLAVIA

An old hand advised (a rookie infelder) to switch to a lighter bat. The rookie said, yeah, with a lighter bat he could get around faster on the ball. The veteran said, "No, but it'll be easier to carry back to the dugout after you strike out."—Bob Uecker, *Catcher in the Wry*

## 4 Letters

## Kid Vid

The show was *Winky Dink and You*.

## 34 Cross Anagram

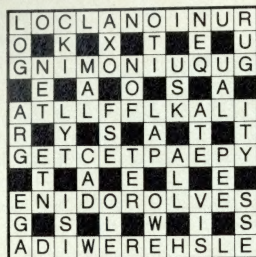
A  
 OWNERS  
 CLERIC  
 INDEED  
 BATMAN  
 UNSEAT  
 DACRON

B  
 WORSEN  
 CIRCLE  
 DENIED  
 BANTAM  
 AUSTEN  
 LANDOR



## 25 Pathfinder

- 1E Lock  
2W Cologne  
3E Lax  
4E Inequality  
5W Union  
6S Kimono  
7N Tonal  
8S Equinox  
9N Guru  
10S Ally  
11S Offset  
12N Suit  
17N Alkali  
18S Teal  
19S Type  
20W Pterodactyl  
21S All  
22S Peevish  
12S Skate  
13N Augur
- 14W Target  
15W Flamingo  
16E Flap  
23N Aces  
24S Egad  
25E Idol  
26S Lewis
- 27N Wore  
28S Isles  
29N Agent  
30E Disintegrate  
31E Werewolves  
32W Her  
33E Less



### Fake Ad

The Fake Ad announced in the Table of Contents was for the Make-a-Message T-Shirts and appeared on page 59. Photo by Barry Simon.

## 10 Logic

### Costume Party

Black was disguised as a floor lamp, White as a maid, Brown as a butler, and Green as a statue.

### Spy Ring

Blinkman was by the window, Gazer at the counter, Peepier by the door, Lash in the phone booth, Squint by the streetlamp, and Peery on the rooftop.

### Seasoned Agents

Parsley is to go to Leitwald Park to meet Agent Nutmeg and pick up the daisy; then to Koch's Department Store to meet Agent Tarragon and pick up the attaché case and the blueprints; then to Olmsted Airport to meet Agent Saffron and pick up the code book and deliver the daisy; then to the Frankel Museum to meet Agent Mint and pick up the envelope and deliver the blueprints; and finally to the Hedwig Hotel to meet Agent Rosemary and deliver the attaché case and the envelope.

## 30 Blockbusters

1. C 4. A 6. B  
2. D 5. D 7. C  
3. A

Inspired by the book *Engineering Drawing* by Lombardo, Johnson, Short, and Lombardo (Harper & Row, 1953)

## 37 I'd Sooner Spooner

- Blight, whack (white, black)
- Cot, hold (hot, cold)
- Dive, led (live, dead)
- Fend, fro (friend, foe)
- Force, kine (coarse, fine)
- Heart, pole (part, whole)
- Height, levy (light, heavy)
- Keen, mind (mean, kind)
- Lie, hoe (high, low)
- Lunar, satyr (sooner, later)
- Mess, lore (less, more)
- Paled, fast (failed, passed)
- Rake, feel (fake, real)
- Reedy, niche (needy, rich)
- Sad, main (mad, sane)
- Slat, fender (fat, slender)
- Stress, drip (dress, strip)
- Torte, shawl (short, tall)
- West, burst (best, worst)
- Wick, sell (sick, well)

# WHAT HAPPENS NEXT IS UP TO YOU.



Maybe you duck. Maybe you bluff. Maybe you have a gun and maybe you use it. In the worlds of Infocom, the choice is yours. So be prepared. We're going to challenge your imagination, your ingenuity, your mind as they've never been challenged before.

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INTERACTIVE FICTION SOFTWARE

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# JUST HOW SMART ARE YOU?

(TEST YOUR I.Q.  
AND FIND OUT!)

- What is the following word?  
L I E I E E N N T L C G
- Can you decipher this code?  
26 9 22 2 12 6 8 14 26 9 7  
22 13 12 6 20 19 21 12 9  
14 22 13 8 26 ?

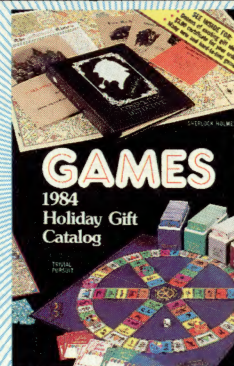
If your I.Q. is among the country's top 2%, you're qualified to join MENSA, the international high I.Q. society.

Are you MENSA material? You may be smarter than you think! For a practice intelligence test you can take in the privacy of your home, send \$8 to MENSA, Dept. G84, 1701 West 3rd Street, Brooklyn, NY 11223. If you have already scored at or above the 98th percentile on a standard I.Q. test, you may qualify for MENSA without additional testing. Write for a free brochure.

Answers: (A = 26, B = 25, C = 24, D = 23, E = 22, F = 21, G = 20, H = 19, I = 18, J = 17, K = 16, L = 15, M = 14, N = 13, O = 12, P = 11, Q = 10, R = 9, S = 8, T = 7, U = 6, V = 5, W = 4, X = 3, Y = 2, Z = 1, etc.)

2. ARE YOU SMART ENOUGH FOR MENSA?  
1. INTELLIGENCE

MENSA is a not for profit corporation of N.Y. State



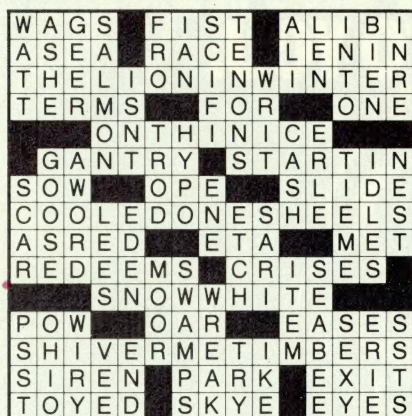
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## 29 Deep Freeze



## 35 Cryptic Warm-Up Puzzle

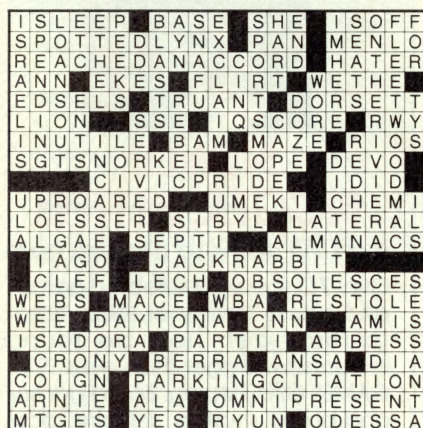
## ACROSS

- SLIP UP. The answer SLIP UP (defined in the clue as "make a mistake") is the word PUPILS ("students") reversed.
- GAZEBO. The word GAZEBO ("pavilion") is a combination of the words GAZE ("look") and BO ("Ms. Derek").
- ASHIER. The word ASHIER ("paler") forms most of the word "CASHIERS."
- SPRITE. The answer SPRITE ("elf") is an anagram of the word PRIEST. The word "upset" suggests the rearrangement of letters.

## DOWN

- LEATHER. The answer LEATHER ("shoe material") is the word LEAR around (or "holding") the word THE.
- PRESENT. The word PRESENT in two different senses means "here" and "a gift."
- PEON. The answer PEON ("lowly laborer") is the word PEONY ("flower") with its last letter removed.
- RAYS. The word RAYS ("beams") has the same sound as the word RAISE ("elevate"). The word "audibly" suggests the homophone.

## 31 Auto-Suggestion



## 34 Name Culling

- Barbara Walters
- Orson Welles
- Knute Rockne
- Rodney Dangerfield
- Napoleon Bonaparte
- Ogden Nash
- Woody Allen
- Virginia Woolf
- Sylvester Stallone
- Fidel Castro
- Ernest Borgnine
- Vanessa Redgrave

## Flying Objects Cover

The ships and the films they appeared in are, clockwise from top: The *U.S.S. Enterprise* from *Star Trek III: The Search for Spock* (Industrial Light & Magic, Paramount Pictures © 1984; background photo, same source); the space station from *2001: A Space Odyssey* (MGM © 1968); the *Millennium Falcon* from *Star Wars* (Lucasfilms © 1977); the mother ship from *Close Encounters of the Third Kind* (Columbia Pictures © 1977); a fighter ship from *The Last Starfighter* (Digital Scene Simulation SM by Digital Productions © 1984); and the ship carrying the infant Superman to Earth from *Superman: The Movie* (Warner Brothers © 1978). The only ship that was totally computer-generated is from *The Last Starfighter*.

## 20 Snow Job

The post-blizzard scene differs from the pre-blizzard scene in the following 37 ways:

## In the Background

The outline of the mountains is different; one evergreen tree is missing; the skier in green on the ski lift now has green skis; the skier in yellow now has striping on his jacket.

## On the Slope

The slalom flags are differently shaped; there is one less flag; the flags are positioned differently; the slalom skier's cap now has a yellow pom-pom; the snowmobile is missing its windshield; the snowmobile riders have traded caps.

## Around the Lodge

The deciduous trees have become evergreens; the pointer arrows to Experts' and Beginners' slopes are switched; the log fence bends in the opposite direction; the fence is taller (if it were the same height, more of it would be buried by snow than what's shown); the birdhouse hole is larger; the spade has become a snow shovel; the foreground man's cast has switched from his right leg to his left; the flagstone walk has become brick.

## On the Lodge

The chimney is stone instead of brick; the chimney has shifted position; the Swiss flag has become Canadian; the flagpole base is a different shape; the number of braces under the eaves has changed; the dormer window on the roof is missing; the bricks are longer in size; the window has more panes; the design above the door has become antlers; the door now has a window; the window beside the door has moved to the right; "Ski View" has become "Sky View" on the sign.

## Inside the Lodge

The painting on the wall is now snowy; the sofa has one more cushion; the tree beside it has changed shape; the jukebox has become a video game; the bearskin rug is now white; the fireplace has been replaced by a wood-burning stove; the chair backs have vertical rather than horizontal slats.

## 22 Ah, Wilderness!

The "journeys," from macro to micro, are as follows.

- A-G-O-P (Cascade Canyon, Grand Teton National Park, Wyoming)  
 B-I-K-R (Phantom Ship, Crater Lake National Park, Oregon)  
 C-F-M-T (Turk Mountain, Shenandoah National Park, Virginia)  
 D-J-N-Q (Bass Harbor Head Lighthouse, Acadia National Park, Maine)  
 E-H-L-S (Long House, Mesa Verde National Park, Arizona)

Maps A, B, C, D, H, and O are from *National Geographic Atlas of the World* (1966); F, G, J, and N, *Rand McNally National Park Guide* (1984); I, *Rand McNally road map of Washington and Oregon*; E, *The Times Atlas of the World* (1981); L, *The Sierra Club Guide to the National Parks: Desert Southwest* (1984). Photos Q, S, and T, Image Bank; P, Bruce Coleman; R, Photo Researchers.

## 27 Them's the Breaks

- Coffee break
- "Break a leg!"
- Windbreaker
- Break the bank
- Jawbreaker
- Break dancers
- Gimme a Break!
- Strikebreaker
- Daybreak
- Breaking Away
- Icebreaker
- Breakneck
- Station break
- "Breaking Up Is Hard to Do"
- Break-in or breaking and entering
- Housebreak
- Outbreak
- "Heartbreak Hotel"

## EUREKA

Eureka is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than one previously given in the Answer Drawer.

## ★ Personal Bests (Eureka, October, page 64).

"What Olympic athlete played the title role in a film about his own life?" A reader added Muhammad Ali (starring in *The Greatest*) to our original answer of Jim Thorpe (*Jim Thorpe—All American*). J. J. Stillhard, of Rochester, NY, wrote to add his own personal best Eureka to the ever-growing list—Bob Mathias, who starred in the 1954 film *The Bob Mathias Story*.

## ★ Forth and Back (Eureka, October, page 64).

The challenge was to come up with a six-letter word that could be broken down into successively smaller valid words of three letters or more, reading both forward and backward, with one point awarded for each letter of each word. A reader proffered the word SLEEPS (61 points), besting our own STRAPS (53 points). In the best GAMES tradition, Kiran S. Kedlaya, of Silver Spring, MD, now offers a new and improved Eureka—the word SLEETS, which can be broken down to form SLEET, SLEE, LEETS, LEET, and LEE reading forward (27); STEELS, STEEL, STEE, TEELS, TEEL, TEE, EELS, EEL and ELS reading backward (37)—for a grand total of 64 points. Anyone else?

★ What's Hiding in the Forest? (Wild Cards, July, page 60). Many sharp-eyed readers wrote to tell us that they had found additional creatures in this hidden word puzzle. The animal that appeared most often was teal, a river duck ("easiest route, along"). Next came shad ("to shade a glen"), followed by asp ("as low as possible"), cur ("Growth occurs everywhere"), and man ("how few—or many"). Other Eureka's included creatures more readily found in a crossword puzzle than in a forest—orc, ree, and ked, for instance.

## COMING DISTRACTIONS

## February

The All-Stars NFL post-season play continues on our cover, where you'll see a huddle of all-stars wearing the most puzzling helmets.

**Call Our Bluff** An electronic truant officer and a pay modem are just some of the hi-tech marvels that may—or may not—be genuine.

**Photocrime** A scandalous memoir and a mysterious murder put a damper on the college reunion.

**Plus** A quiz that puts your knowledge of the telephone on the line, Eyeball Benders from GAMES readers, Polish Puzzles, Cryptic Crosswords, Wild Cards, and Diplomats, a game from a warless world.

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January 10



Kings: 9 mg "tar," 0.6 mg nicotine—100's Reg: 11 mg "tar," 0.7 mg nicotine—  
100's Men: 10 mg "tar," 0.7 mg nicotine av. per cigarette, FTC Report Mar. '84

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Warning: The Surgeon General Has Determined  
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'Enriched Flavor.'  
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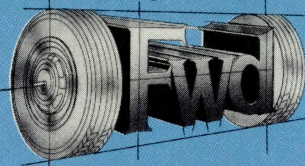
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because Toyota owners had the lowest

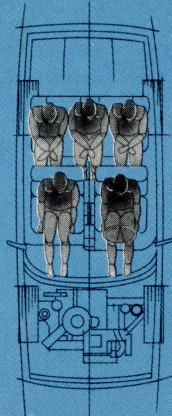
incidence of repairs reported for any car—imported or domestic.\*\*

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good sense will fall in love with its cavernous space. Tercel has the roomiest interior of any sub-compact. There's plenty of room for five to stretch out and make themselves comfortable—*very* comfortable. Or if there's just two of you, put all that

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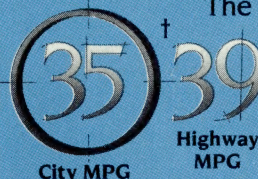
Your good sense will also be happy knowing that you'll be snug and secure in your Tercel. Front-wheel drive makes the



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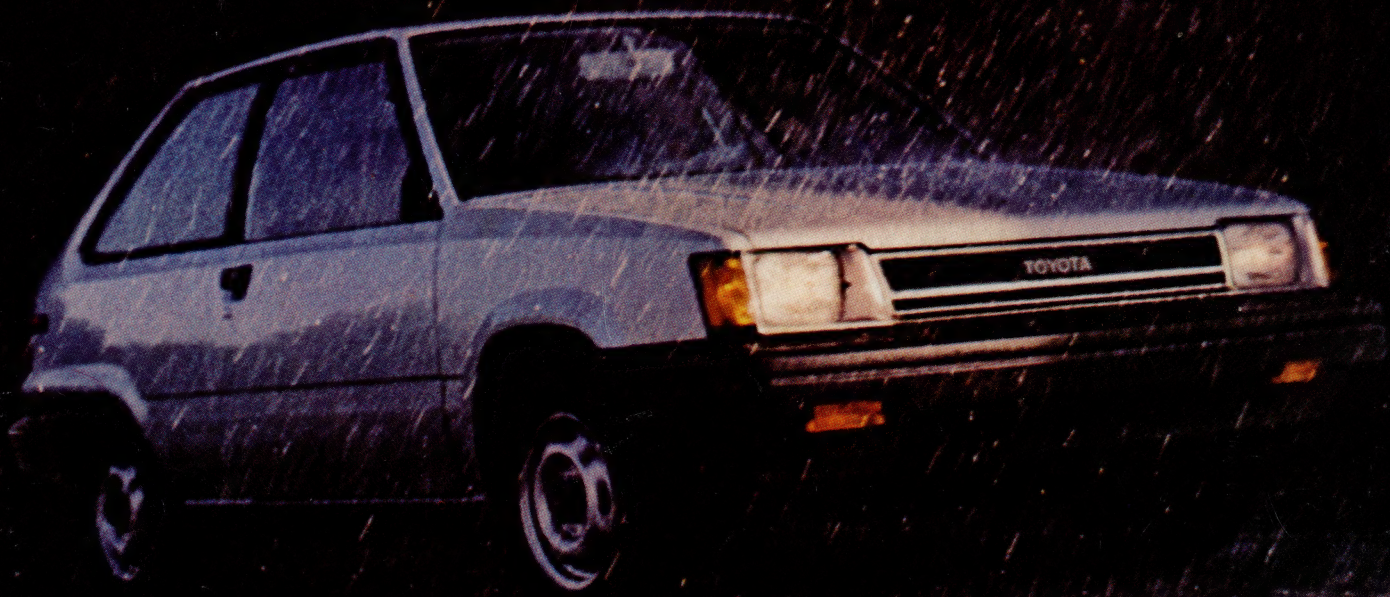
\*Manufacturer's suggested retail price. Dealer's actual retail price may vary. Price does not include tax, license, transportation, optional or regionally required equipment.

\*\*1983 J.D. Power Survey of 25 Import and Domestic nameplates owned for 1 year.

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